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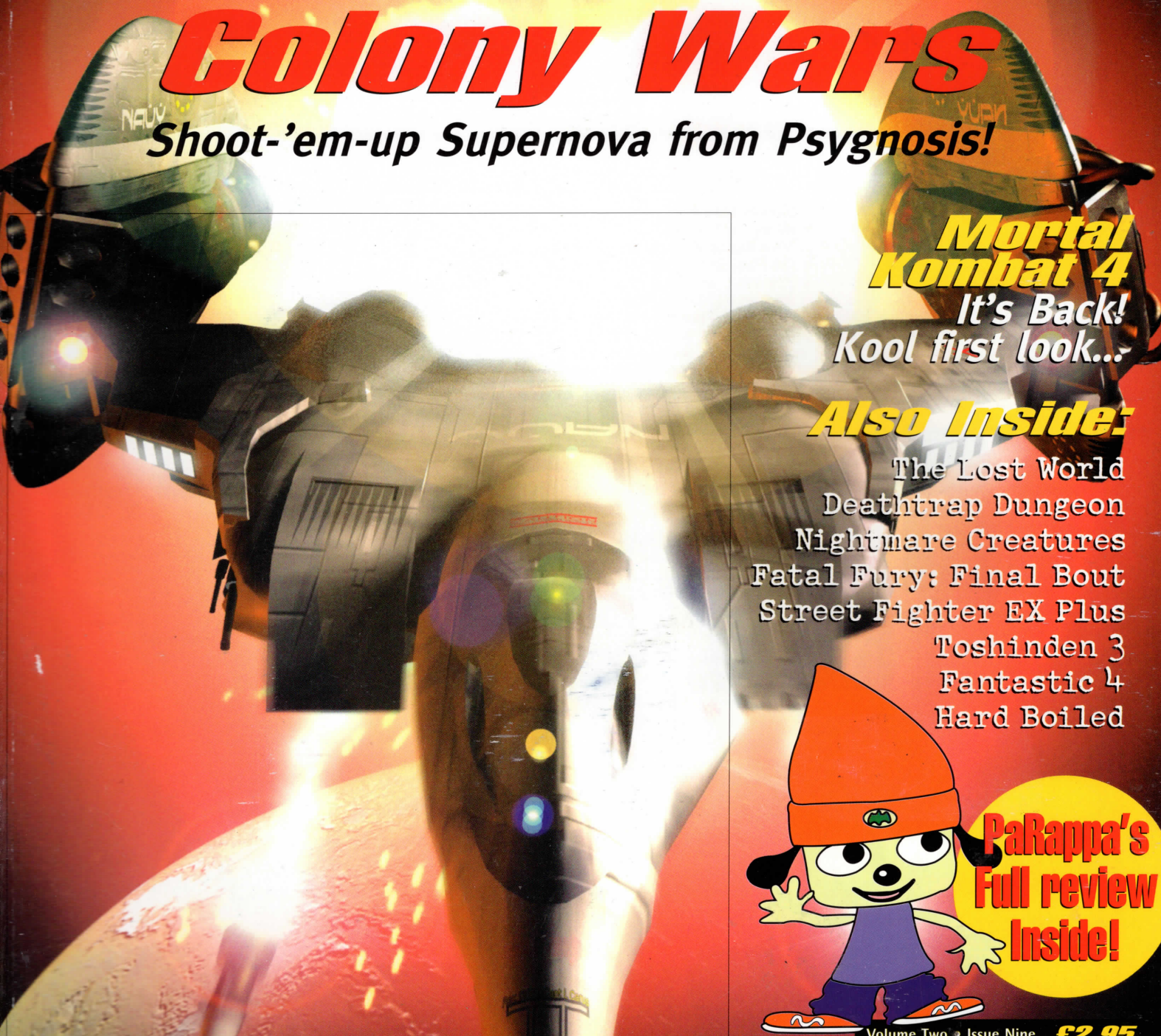

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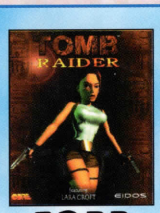

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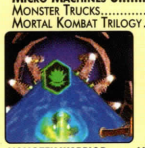

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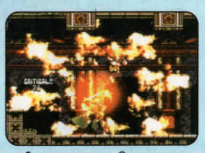

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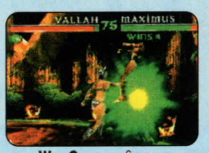

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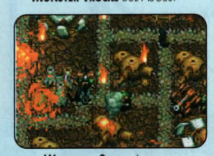

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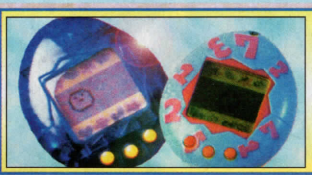

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CASTLEVANIA ..... OCTOBER
CLAYFIGHTER EXTREME ..... 4TH SEPTEMBER
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TPS(10)

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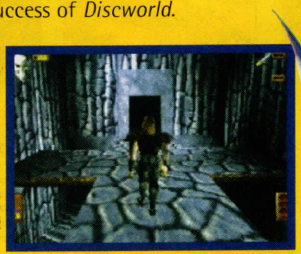

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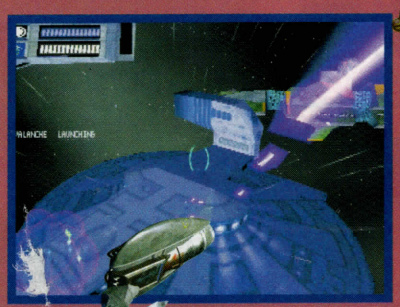

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The PlayStation movie conversions approach! *The Lost World* heralds the arrival of titles such as *Batman and Robin*, *Fifth Element* and *Spawn*.

We issue judgement on the game and say whether it should have remained extinct or deserves to live forever.

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The Japanese take the American art of rap, misunderstand the name of Snoop Doggy-Dogg and create one of the most original and funny PlayStation games ever. You gotta believe!

;ents

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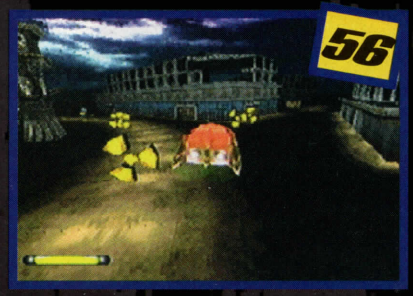

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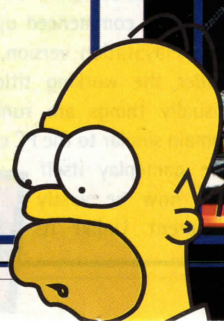

News

Words from the Wise

It's a big bye-bye this issue, folks. TOTAL PLAYSTATION is undergoing a total revamp as of next month, making us even bigger and better than we are now. 164 pages – that's double the size now – of pure, unadulterated PlayStation joy! What, you're probably all thinking, is the catch? You're no doubt all sitting there pondering what price you're going to have to pay for this majestic volume. Well ponder no more 'cause it's £2.50. Can this be less than you paid for this very issue? It sure can! Sometimes even I can't believe how nice we are.

But that's for next month. Right now you'll be wanting to know what's going on this ish, and the answer is plenty. First up we've got the much anticipated *The Lost World*, which got a few differing reactions from the team, and also an in-depth first look at *Batman & Robin* – can this title single-handedly restore people's faith in Acclaim after a long and depressing line of dour, derivative and downright shoddy cash-ins?

We've also got a fully comprehensive guide to every game ever reviewed within this hallowed tome, complete with a new score to reflect its quality in the light of more recent titles, making it the most important buyers' guide ever seen.

But I'm running out of space, so get on and enjoy the issue, then brace yourself to take delivery of the next one. It's gonna be a mountainous mule, fit for no fools!

What it was!

Miles

Try Before You Buy

What greater dismay can there be? You purchase a brand new game, after having waited months for its pending release and become completely swept away in its momentum building hype machine. Whipped into a complete frenzy, you place the game in the drive and flick the power switch... only to be confronted with a pile of poo! Your heart slowly sinks to your Nike's, rapidly followed by your jaw, D'oh! Admittedly this is a thankfully rare occurrence for we PSX owners, but imagine how N64 owners must feel – *Killer Instinct Gold* anyone? Nar, didn't think so!

Well Sony, in their latest bid to become the not only the world's leading games and console distributor but the most pleasant and totally lovely blokes in the whole market place, have devised a new plan which will put an end to this nightmare scenario forever. This cool new incentive is known as PlayStation Hire Power, an excellent try before you buy scheme, allowing players to hire a new PSX game for a limited time and thus decide if the game is for them or not.

There are currently 50 new releases available, with each new release simultaneously crossing over into both market places – retail and rental. These games include a number of third party releases from such big names as Namco and EA.

Software rental is far from a new concept but never before has a huge hardware/software company provided its full financial backing. At the time of writing 300 major chain store across the country have signed up for the scheme, with more expected to follow suit. The future for the PSX games buyer has just got even brighter, thank you very much, Mr Sony! ●

PSX Interstate 76, cancelled?

Even though the idea has been bandied around much of the computer press, the Activision boys will not be releasing their 1970's funking, afro-wigging, flared trouser wearing, car combat game, *Interstate 76* on the PSX. Work has commenced upon an all new PlayStation version, currently under the working title of *I'75*. Visually things are rumoured to remain similar to the PC code, but the gameplay itself will now be vastly different. Unlike its predecessor, which was separated into a number of missions, *I'75* will be totally combat based, with the sole objective being the complete destruction of the enemy. This decision to up the carnage level was based upon the success of Single Trac's *Twisted Metal* series. In addition, *I'75* will feature all new vehicles, characters, environments and a cool retro funk score that will have you dusting down your dad's platforms. More soon, you cool cats! Get down with your bad self, er... excuse me! ●

Current UK Sales Figures

A true indication of any games console's true strength in the market place is reflected by the performance of its software. Taking a brief glance at the UK retail software sales for the month of June 1997, only reinforces what we already suspected – the PlayStation stranglehold on the market appears to be drawing in ever more tightly, squeezing still more breath from Nintendo's alleged PlayStation usurper, the N64. Well Mr Nintendo, read 'em and weep!

UK Console Software Sales:

PlayStation	58%
Nintendo	16%
Saturn	8%
Others	18%

Another boost to Sony and we PlayStation owners alike, was contained within the sales figures for the entire games market, including PC/Mac CD ROM sales. The Sony PlayStation software sales have made up 36% of software sales – beating the PC/Mac sales by just one percent, phew.

Considering the already massive ownership base that both PCs and Mac have established in the UK (far exceeding that of any games console) and the truly huge amount of software released on each format, this victory is made even more impressive. All hail King PlayStation! On your knees, *Mario*! ●

MK, How We've Missed Thee

After months of long waiting, we can now finally unveil the first in game shots of Midway's showpiece – *Mortal Kombat 4*, which is the long standing beat-'em-up series' first encounter with the (gasp) third dimension. With the torch having been passed from the 2D fighting game to the 3D, the game is the logical step for the arcade giants.

MK4 is running on Midway's new arcade hardware – not the board used for the arcade version of *War Gods*, as printed in some publications. The chip set, which is rumoured to be more powerful than both Sega's Model 3 boards and Namco's System 22, allows a total display of 1.5 million polygons running at 60fps, blimey!

A number of the original pugilists have returned, including Lui Kang, Raiden, Sub Zero and Scorpion, along with eight all-new fighters. Much has been done to retain the dark and almost sombre look of the visuals, to avoid alienating their intended audience, but the basic combat system has been changed to a more complex fighting engine, which is more suited to the 3D genre.

Obviously Midway have learned much from the misfire that was *WarGods*, which was hampered by its limited control method. Another noticeable difference is the eradication of the comic book style fatalities of the original games in favour of far more realistic finishing moves (thus courting controversy, we think).

Although the visuals are highly impressive, true judgment of the game can only be drawn from actual play. So until such time, enjoy the splendour of the screenshots and stay tuned for more details ●

The Best just got Better

What with the pending of Core's *Tomb Raider 2*, we have received confirmation of the formidable Lara Croft's new abilities. Not only will the foxy little vixen retain all of her considerable skills from her first adventure, but in addition Lara will be able to scale cliff sides and walls.

This will obviously allow greater exploration opportunities and also gives the designers a chance to design some far more complex, multi-levelled play environments, adding greater variety to the levels and gameplay.

The many dull underwater sequences from the original have been redesigned, allowing Lara to engage in combat with her aquatic foes with the aid of a number of weapons, which should again add further to the game's tension.

With the much anticipated sequel nearing completion, the gaming world's breath is becoming increasingly baited. Was this really a serious piece of PlayStation journalism or simply another excuse to print a semi-clad picture of young Miss Croft? The answer to that is for you to decide! ●

We Gave It Life!

After years of work and personal loss, I can finally see a way forward in my work... losing my wife, my children, my whole existence outside of my lab is becoming worthwhile – I am on the border line of creating life!

For eternity man has struggled to match the mighty power of mother nature, yet I have beaten her! Creation of a living being is mine – and mine alone! Ha, ha, ha!

Well actually, mine and several million PlayStation owners across the globe. You see Sony have purchased my work to help them, and the software developers Millennium and their sister company Cyberlife Technologies, to develop and thus create artificial life forms for PSX games. It may be a far cry from the super robot powered zombie army that I originally had hoped for but hey, using artificial organisms within videogames could change the world of software development forever.

Right, enough of this mad scientist routine. Oi, Igor – forget about that human brain I wanted. Could you whip down the road and grab me a copy of *Rage Racer*? Cheers, mate! ●

Interzone Tripping

Your monthly round up of non-PlayStation related expenditure.

Small Screen

Title: Mars Attacks
Genre: Sci-fi/Comedy

The Earth is yet again being subjected to an invasion by an unfriendly alien species, but unlike in Emmerick's over-rated *ID4*, this time the laughs are intentional in Tim Burton's finest hour, *Mars Attacks*.

Only Burton could have got this production underway and the finished product is a near perfect antidote to the awful *ID4* – there's none of the almost nauseating patriotism and flag waving to sour the mix here. Instead, Burton delivers a gross and hilarious re-working of almost every single sci-fi flick that has ever gone before – the square-jawed scientists, the little green men and the most bizarre 'I have a plan, it's a long shot but it might just work' ending, period!

Considering that this was a big budget US made film it contains a very pleasing line of dark, almost black humour. At every opportunity Burton takes delicious stabs at the cliched vision of the American way of life, with the final fade out gag – portraying Tom Jones in an almost biblical manner – providing the biggest laugh.

The cast reads like a list of genre and exploitation stars, all of whom work well together and provide amiable leads – even old Godzilla makes a guest appearance in here.

Danny Elfman's thundering score perfectly compliments the film, with all the expected staples of the 50's movie sound tracks. *Mars Attacks* is the ultimate sci-fi movie: camp, entertaining, visually stunning, well paced and totally without pretense or any moral stance – phew!

To Buy

Title: Escape From LA
Genre: Action/Adventure

The much belated sequel to 1984's classic original, *Escape From New York*, not only sees a return of the ultimate anti-hero, Snake Pliskin, but the return to form of director John Carpenter, after his slightly pedestrian version of *Village of the Dammed*.

Touted as a follow up, *Escape From LA* is better likened to a remake, with virtually the same storyline, characters and action, simply relocated to LA. The all too familiar plot deals with the recaptured Snake – played again in deadpan, husky voice mode by Kurt Russell – again being given the choice between taking part in a near suicide mission (to save the President's daughter) or face life imprisonment.

Thus the movie begins. What follows is a seemingly never ending barrage of elaborate chase sequences, quirky characters and gun fights. The low key humour of the original returns as a welcome departure from the action, with Russell's very laid-back delivery providing much of the film's laughs.

Escape From LA is far from an art house movie, but is a solid chunk of pure entertainment, with Carpenter's visual style matching with some highly impressive set pieces – the surfing down Main Street sequence has to be seen to be believed – resulting in his finest work for a long time!

Loud, flashy, crude, violent and totally overblown, what more do you want from a movie?

Big Screen

Title: Volcano
Genre: Disaster

Fresh from saving the world from the scum of the universe in the blockbuster *Men In Black*, Tommy Lee Jones returns in an equally heroic guise in *Volcano*. Following in the very familiar footsteps of such recent movies as *Twister* and the awful *Dante's Peak*, *Volcano* unreels at a heady pace, detailing the exploits of the inhabitants of LA as they battle with an erupting underground... volcano. It's far from being the most original movie of the year, with the clichés and stereotyping of the cast members inspiring memories of the worst disaster movies the late 1970s threw at the public. This feeling of deja vu – which was hopefully intentional of the behalf of the movie's producers – is both pleasing to the viewer and also adds greatly to the overall enjoyment and even effectiveness of the flick.

The special optical effects are impressive throughout, with the lava flow down Hollywood Boulevard being one of *Volcano*'s highlights. Tommy Lee Jones provides, as always, a likable lead and most of the cast have obviously enjoyed making the movie as much as the audience will enjoy watching it.

Volcano is one of a rare breed: a mega budgeted B-Movie, which makes no attempts to forge new ground within the genre – and thankfully so. Pure, dumb entertainment which will appeal to all.

Title: Bruce Lee: The Man, The Myth
Genre: Martial Art/Documentary

A change of pace from most of the movies that get our thumbs up but MIA's *Bruce Lee: The Man the Myth* is not only a must buy for all Bruce die-hards, but also serves as a fascinating insight into the life of one of action films' greatest icons. The movie uses a pseudo documentary style, taking a look at some of Bruce's most memorable fight scenes and movies through his all too brief life. Unlike most of the Bruce Lee video biographies, the makers never fall into exploitation, choosing instead to portray the subject matter in an almost sombre tone.

As a bonus the film contains previously unseen footage, which was thought to be lost, including the uncensored climatic battle of *Way of the Dragon* and the Shaolin Monk sequence from *Enter the Dragon*. *Bruce Lee: TMTM* is sobering viewing in its detailing of the great loss of the quintessential martial arts hero, who truly defied all comparison.

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Mothra Has Been Sighted Over Japan!

To commemorate the Japanese premiere of the latest 'blokes in daft rubber suits slugging it out over a miniature city' epic, *Mothra 2: Great Decisive Battle on the Ocean Floor*. (Don't you just adore that title? - James) the Toho film company, have something rather special planned. Toho, in conjunction with toy manufacturing giant Bandi, will be releasing a new limited edition... the Mothra Tamagotchi! These beauties will feature the big moth type fella himself, instead of the usual little alien creature but the general tasks will remain the same – feeding, nurturing and of course, cleaning up his virtual poo.

The central image of Mothra himself is far more detailed than the previous Tamagotchi characters, with all the stages of growth mirroring his movies nearly perfectly on the LCD screen.

Even though the Japanese monster movie is currently undergoing a revival in its native land, the appeal of these bizarre flicks sadly goes over the heads of most of their English viewers. Logically, it is highly unlikely that Mothra will be appearing in his Tamagotchi form on this side of the ocean. Those readers who have managed to battle past the appaling dubbing and awful special effects, and have taken Mothra to their hearts, simply consult your local import stockist over the next couple of months. ●

Who's

Square have release the first screenshots of the all new bosses from the new enhanced English language version of their stunning *Final Fantasy 7*. The new characters sit alongside a few minutes of addition FMV and graphical enhancements.

Sony looks to the PC

Sony Interactive of America are at present looking for a publisher for the PC versions of a number of their successful PlayStation titles.

Currently there are complete conversions of *Twisted Metal*, *Jet Moto* and *WarHawk* but alas no distributor, with both SCEA and SCEE turning down the job, preferring instead to concentrate on their own PlayStation output.

The transition of console games to the PC market has for the most part been unsuccessful, with the ill fated Sega PC boards performing poorly. There has always been a distinct and highly noticeable line drawn between PC and console software, with the PC market tending to favour more in-depth, strategic software, whereas the consoles appear to favour more instantly accessible arcade type games.

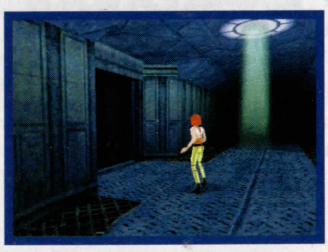
Since the launch of the PlayStation, this divide does appear to be blurring with such PC friendly releases as *Command and Conquer* being well received critically (and in terms of sales) on their PlayStation runs.

The question is, can this crossover success actually be mirrored by Sony in the PC marketplace, where so many others have failed?

We're the MIBs

With the deserved success of the movie, and the sheer scope of the script, the *Men In Black* is one movie that would be an attractive prospect for a PlayStation game. Well what do you know, Chronic Entertainment share our optimism and are developing the movie license into a third person action adventure.

The game will again feature the exploits of the *Men In Black*, a top secret government agency that's responsible for keeping secret any form of alien contact with the Earth. As with the flick the action centres around two such agents – Mr J and Mr K, albeit in polygon versions of Will Smith and Tommy Lee Jones, but the plot won't attempt to replicate the movie – it's an all new adventure folks!



MIB will feature three different missions, each broken down into four sub missions, which tie in with the linking story concerning a rare Amazonian flower. Er... okay then! The gameplay will attempt to cross over and mix a number of different styles, to create an arcade adventure which features elements of exploration, blasting, close combat and of course wearing black suits and sunglasses.

Take the fascinating concept of genre cross breeding, throw in the game's visual appeal, the recent popularity of all things UFO conspiracy and such like, and this could well be a movie tie-in worth waiting for – and one with a huge potential for success as well.

Also set to appear on the PlayStation tie-in scene is Kalisto's interpretation of Luc Besson's *Fifth Element*. The game itself is set to follow in the current tradition of being a 3D adventure romp, and will be set in a surprisingly non-apocalyptic future.

The player will have the option of playing as either Korben Dallas, (as a much more animated version than Bruce Willis' performance in the movie), or the Leeloo – seductive Milla Jovovich (but alas, only in polygon form, darn it!

Kalisto have been working closely with Gaumont – the company behind the very lavish visuals of the movie, which is certainly a positive sign! More details to follow ASAP. ●

the boss?

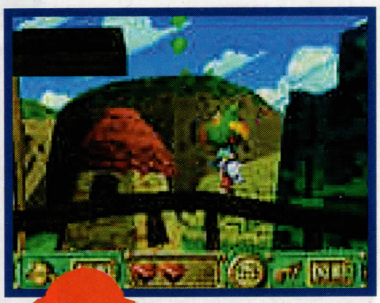
These new bosses are giant metallic creatures, who serve as guardians on the host planet of the game. There are five of these guardians in total – Diamond, Sapphire, Emerald, Ruby and Ultima Weapon. Whereas in the Japanese version you only confronted Ultima, in the updated version, you get to battle the lot. Although you don't have to defeat any of these new foes, it does add yet another element to the already bulging task list of this ground breaking game. ●

TOP TEN

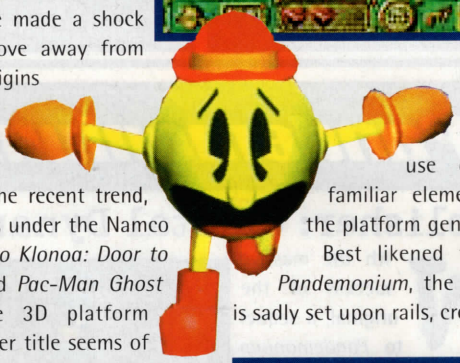
Position	Name	Issue	Score
1	V Rally	v2#7	91
2	ISS Pro	v2#6	90
3	Power Source	n/a	n/a
4	Worms	1	87
5	Rally Cross	v2#7	76
6	Tomb Raider	10	88
7	Alien Trilogy	3	92
8	Fade to Black	5	93
9	Rage Racer	v2#5	95
10	Rayman	v2#7	46

Namco Latest Assault

Thanks to the vast amount of quality PSX software now hailing from the Namco stable, the gaming world's attention is very much upon them. With the pending release of *Time Crisis* and the wait for completion of *Tekken 3*, Namco have made a shock decision to move away from their arcade origins to produce two new original PSX only games.

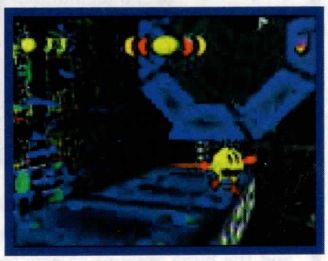


Following the recent trend, the two newies under the Namco banner, *Kaze no Klonoa: Door to Phantomile* and *Pac-Man Ghost Zone*, will be 3D platform romps. The latter title seems of most interest due to the familiarity of the central character, but we strongly hope that *Pac*'s 3D outing won't distract from the equally impressive *Kaze no Klonoa*.



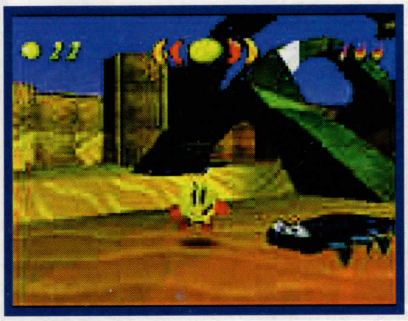
At the time of writing exact details of each title are thin. *KNK* is a 3D fantasy adventure placing the player on a magical quest blah, blah, which will thus make use of many familiar elements from the platform genre.

Best likened to BMG's *Pandemonium*, the gameplay is sadly set upon rails, creating the illusion of depth with the aid of some clever graphical touches. That doesn't mean *KNK* can be written off though – after all, *Pandemonium* was a solid and highly popular platformer, in spite of its use of rails.



Pac-Man Ghost Zone is shaping up to be Namco's spin on the Nintendo 64's *Mario 64*, introducing the little yellow fella to full exploration of the many vast 3D worlds. Gameplay has also been enhanced and is no longer a simple matter of eating little dots and chasing nasty ghosts. In true platform tradition *Pac* has all the usual abilities such as flying, jumping, swimming... the list goes on. The finished game will feature over 50 levels, ranging from a haunted mansion to the lush exteriors of a hanging garden.

More news on both releases soon, in the meantime you can drool over the screenshots.



Jack the Hack

The ever turning rumour mills are literally packed with top info. As usual, we can't be sure there's any truth in any of it but, as usual, we can live in hope!

First up this month, it would appear that Telstar's champion of the 3D adventure romp, Beth – the lead from their pretender to the *Tomb Raider* crown, *Excalibur* – has undergone a little bit of a face lift for her impending US outing. She was far from attractive in her original incarnation and now she's become even less appealing in her new outfit. I'm sure Lara is trembling in fear!

The first fully playable code of Namco's much anticipated PlayStation conversion of *Tekken 3* is complete, which will hopefully put paid to many reservations about a non arcade perfect transition.

On the subject of Namco, the forthcoming conversion of the arcade hit, *Point Blank*, is to feature an exclusive Quest Mode, in which the player must locate five pieces of a legendary gun. If the player is successful they can access new, previously unplayable levels.

Software giants Namco and Square are pooling their resources to launch a new arcade beat-'em-up. Little or nothing is known about the game or even its format but I'll keep 'em peeled for further details.

For some unknown reason, the PAL version of Sony's analogue pad doesn't feature the force feedback facility of the Japanese version. Why? Maybe we Brits are considered too set in our ways to have a lump of plastic vibrating in our hands!

That's all for this month, so until next time, keep your ear to the ground and your nose clean, cheers.

Jack

At A Glance

Total PlayStation brings you a first look at some of the games which will be passing a seductive glance in your direction over the coming months.

Midnight Run

Publisher: Konami

The conversion of Konami's arcade racer, *Midnight Run*, is nearing completion with the possibility of a fourth quarter release.

The finished game will feature a number of tracks based around the long, sweeping freeways of Tokyo and will contain multiple routes and eight varying levels of difficulty. ●

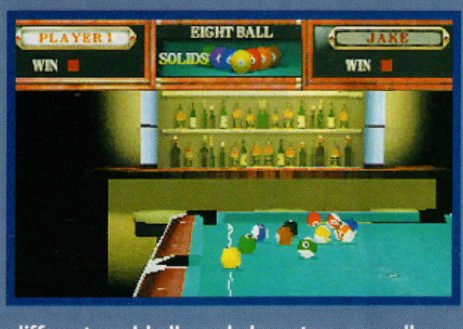
Maximum Force

Publisher: Midway

Yet more light gun shooting action is PlayStation bound in Midway's sequel to *Area 51*, *Maximum Force*. The game style makes a nod to *Virtua Fighter*, thus entailing big battles with gangs and various vehicles. It's also set to include a two player mode and more gun power-ups than a Rambo movie. ●

Carom Shot

Publisher: Ascii



Japanese software developers Ascii enter the realm of the sports sim with *Carom Shot*. A pool sim with a big difference, the game is plotted, with players taking the role of a small time hustler making his way to the top of the pool-playing ladder. *Carom Shot* will feature seven different pool halls and characters, as well as a number of secrets. ●

Speed Power Gunbike

Publisher: Sony

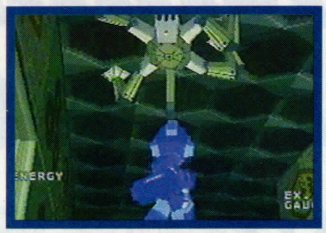
From the makers of *PaRappa the Rapper* comes a futuristic motorcycle based combat/racing release, *Speed Power Gunbike*.

Mankind is nearing extinction and the planet's only line of defense is the heavily armoured Gunbike Special Assault Unit – that's you! Featuring 3 styles of play, attack, rally and time trail plus a handful of stunning graphical touches and new gameplay techniques, this title looks set to rise above the usual tired cliches. *Speed Power Gunbike* is set for an early '98 release and we can't wait – it's just a shame about that silly title!

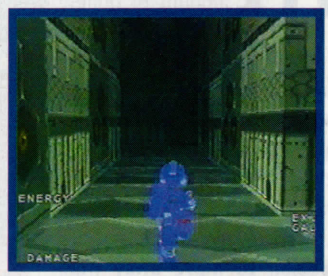
Mega Man Neo

Publisher: Capcom

After many years and game appearances, *Mega Man*'s appeal appeared to waning. So, in an attempt to boost his flagging popularity, Capcom have take the anticipated next step of launching the little chap into the third dimension. Whilst being immersed in a fully 3D world, gameplay will remain true to its 2D origins, but will also include some very interesting new elements.

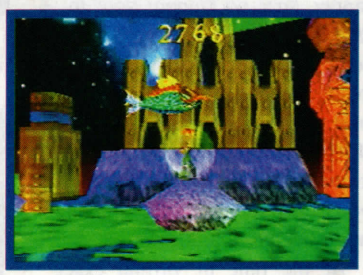


For this romp, *MM* has been fully motioned captured and will have to deal with RPG style interaction with other characters. Just another addition to the massive bundle of pending 3D platformers or something a bit special? Wait and see!



Pandemonium 2

Publisher: Crystal Dynamics



With the massive success of the original, a sequel to *Pandemonium* was always expected, but the form which the game would take was uncertain. Would the gameplay remain linear or would there be elements of exploration and freedom of movement? Well actually, the answer to that is, no. The only noticeable enhancements to the original appears to be its stunning new visuals and the huge amount of new foes to tangle with. Surely a case of if it ain't broke, it don't need fixing!

Premiere

Treasures Of The Deep

Publisher: Namco

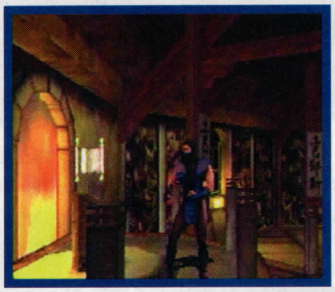
Namco's first licensed PlayStation release is shaping up to be every bit as impressive as their home based range of products. Black Ops' *Treasures of the Deep* dips into the murky underwater world of gaming, yet unlike many previous sub-aquatic releases, the gameplay is very much a mission based affair with an eco-friendly twist. The player will don the flippers of a deep sea diver as he goes about his underwater business: capping oil leaks, rescuing endangered species of marine life and fighting sea monsters!

The visuals are pleasing even at this early stage, with a number of playable views available and some impressive polygon built creatures. All in all it sounds like *Treasures* will be an intriguing mixture of exploration, task solving and combat – more details as they submerge, er... emerge!

Mortal Kombat Mythologies: Sub Zero

Publisher: Midway

Midway takes one of the most charismatic characters from the *Mortal Kombat* series, Sub Zero, gives the blue suited one star billing and relocates the game into the scrolling beat-'em-up genre arena... Thus *MK Mythologies : SZ* was born! Gameplay remains true to the popular beat-'em-up series in terms of combat but the main source of play here is in the time honoured platform/exploration style. Many of the *MK* characters make a guest appearance, and added elements of puzzle solving and cool graphical appeal elevate the game above the rest of the fodder.



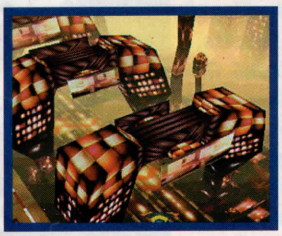
Given the sheer marketability of the *MK* name, this is sure to be a winner when it hits the shops.

Lunatik

Publisher: Eidos

With the shoot-'em-up making a minor comeback at the moment, Eidos have adopted the ideas behind such retro classic as *Defender* and *Zaxxon* for *Lunatik*. The title uses the same semi-isometric perspective and gameplay is strictly of the blast everything school of gaming. Of course, Eidos have funked up the game's engine – it incorporates full freedom of movement across eight massive play areas.

Could this be the game to introduce the genre to a new breed of owners, lifting it from its retro purists' rut?



Dredd

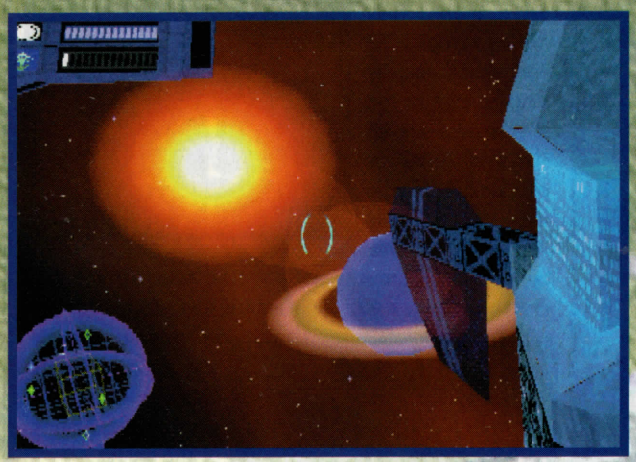
Publisher: Gremlin

What better way to bring 2000AD's psychotic law enforcer to the PSX than in the shape of a 3D light gun blaster! The player takes the role of Judge Dredd himself, via the sight of his Law Giver side arm, amongst the colourful low life of Mega City One. His sole goal is to locate and terminate the rogue Tek Judge, Royston Bean, across the game's seventeen levels.

Gremlin hope *Dredd* will be set apart from the many other light gun games by its multiple routes, which are decided by the player, not randomly chosen by the game itself. Throw in interactive scenery, a wide variety of the level design and the simple fact that old Dredd is one crazy (not to mention popular) mother and they could be looking at a winner!

Colony

A long time ago, in a galaxy far, far away, Psygnosis' Colony Wars was born — the sci-fi shoot-'em-up will never be the same...



Superbly rendered planets all over the shop

Having tackled both the racing and first person perspective genres and been highly successful in doing so, the boys from the 'Pool have now turned their attentions upward, beyond the confines of this planet into the dark, foreboding void which is outer space, with their new twist on the traditional flight sim game – *Colony Wars*.

The central premise behind the game is that of the traditional futuristic civilisation, where the home planet has taken a turn for the worse and the poor inhabitants are faced with a very bleak looking existence.

The planet is the Earth and due to major advances in medical and bio-engineering, the one 'disease' that befalls all lifeforms has been eradicated. The infliction of our mortality has been cured, allowing near immortality for the human race. As a result of this, there has been population explosion, leaving a trail of mass poverty in its wake. The governing body decides the only way to deal with the crisis is exploration and mass colonisation of other solar systems. Man expands across the universe...

The game itself will feature over 70 completely non-linear missions, set over five different planets, each level having constructed in high resolution 3D graphics.

A plot fit for a king

After several centuries of harvesting other worlds, the Earth is once more

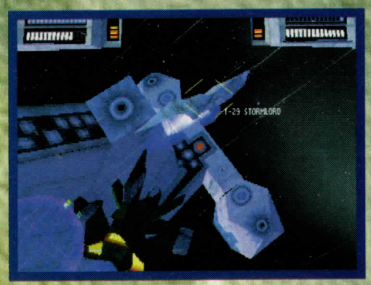
Psygnosis Info

Psygnosis formed in 1984, yet it wasn't until the release of their ground breaking platform adventure *Shadow of the Beast* and its subsequent success, that the Liverpool based firm found the world knocking on their door.

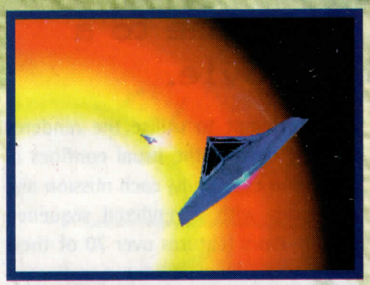
Over the following years the name Psygnosis became synonymous with quality, with each release having that certain visual shine which so obviously marks out a Psygnosis product.

With Sony's release of their 32-bit home console, Psygnosis were approached to develop software for the system, with their first release being the futuristic racing sim, *Wipeout*. The game was a true original – setting the standard for both graphics and sound for the system – and was a massive success, selling at a one to one ratio with the PlayStation hardware. The rest of the story? Well, as the old cliché goes, the rest is history.

Wars

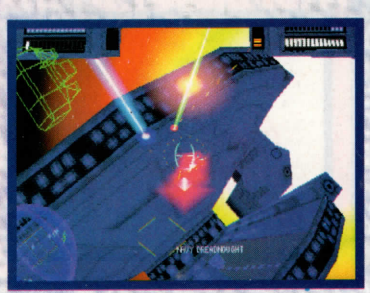


Fly too close and you might get toasted! It'd look darn pretty though



facing a problem. The establishment of a tyrannical government, the Empire, to rule over the five solar systems and 40 worlds under Earth's control must have seemed like a good idea at the time. Now, with the Empire's reign becoming increasingly cruel, the inhabitants of the off world colonies rebel against their leaders and cracks begin to form in the Empire's structure. In an attempt to regain some of their lost freedom, The League of Free Worlds, a rebel government of the federated planets, sets out in opposition to the Empire.

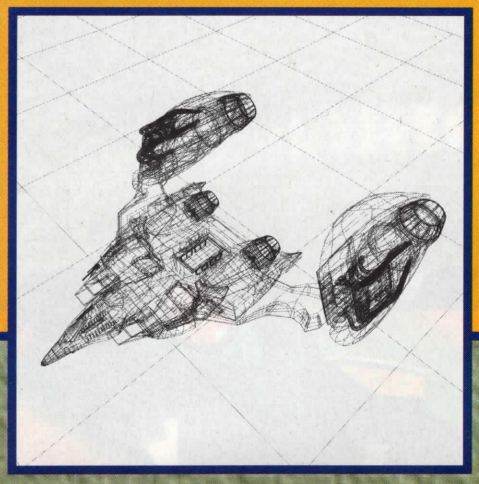
The Tsar, the Imperial leader, sets out to put an end to this fledgling League before the uprising gains more support and revolution ensues, sending

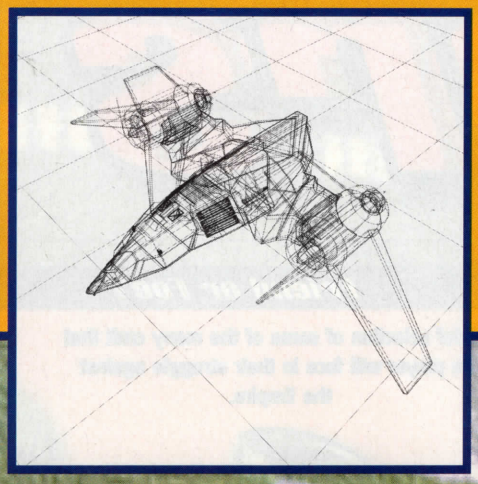


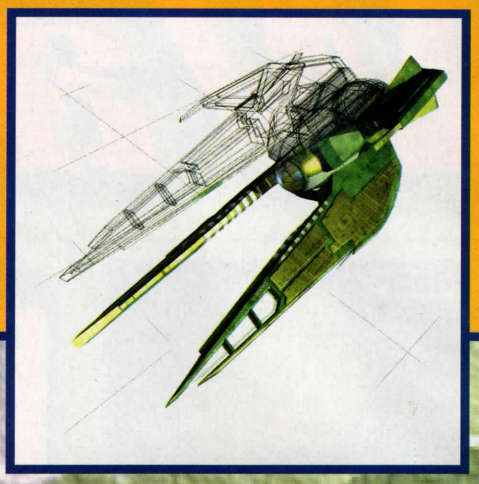
Friend or Foe?

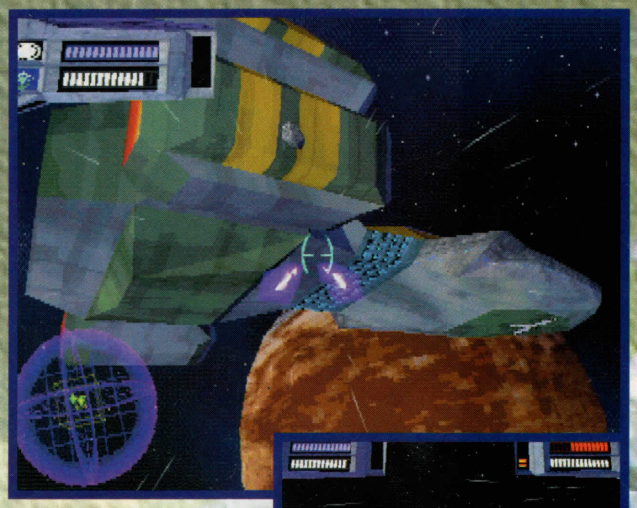
A brief selection of some of the many craft that the player will face in their struggle against the Empire.

Polygon Generation









taking part in aerial combat over the many planets involved.

Darth are you there?

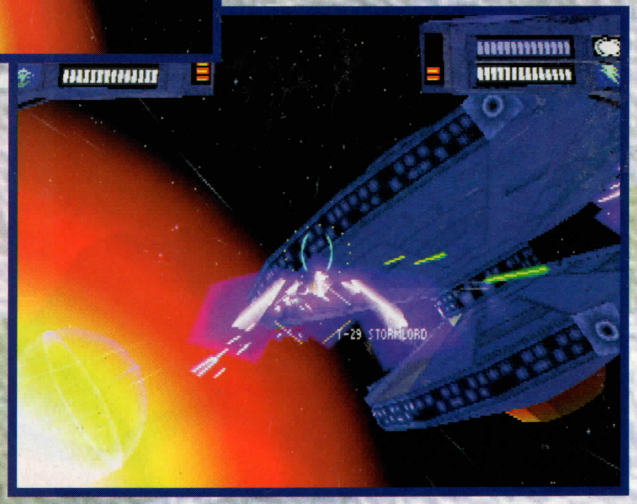
Colony Wars' strong plot structure – which admittedly borrows heavily from the Star Wars trilogy – is enhanced with the use of over 15 minutes of rendered sequences, containing special optical effects that would not look out of place within the confines of the silver screen. To add to these plot setting mini movies, each in-game character has been professionally voiced to provide both in-game speech and an unfolding plot narration.

Colony Wars appears to be shaping up to be the nearest the PlayStation gaming world has come to a interactive movie.

in the Empire's Navy fleet. Unprepared for the full might of the League, the Imperial troops find they are outnumbered and easily defeated. The victory at the battle of Bennay increases the numbers of the League, providing inspiration for thousands of new recruits to join in the battle for freedom, to give their lives to aid the destruction of the dictators that have dominated their existence since the birth of their worlds. The battle plans have been drawn – both sides have employed the full might of their respective armies, the battle cry echoes around the galaxy and lets slip the dogs of war!

Melee confusion leads to friendly fire incidents

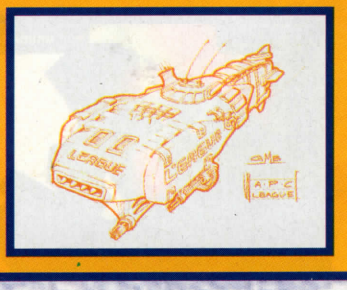
The game begins with the player becoming one of the many rebellious League of Free World's ace pilots,

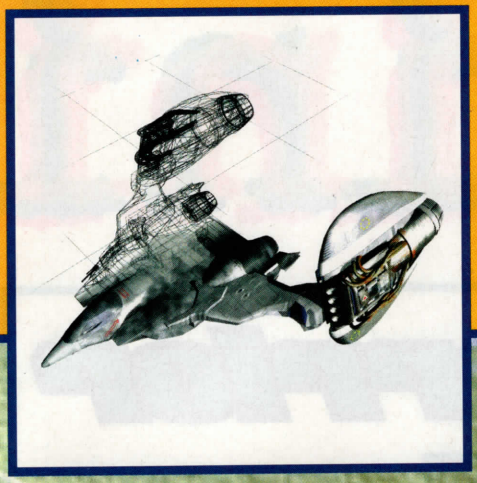


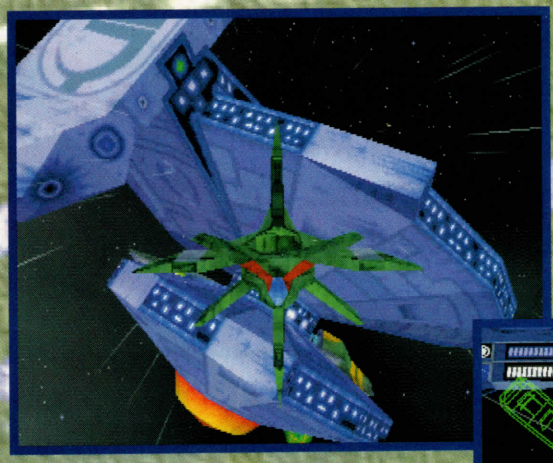
In an attempt to utilise the rendered footage beyond the usual confines of front-end eye candy, each mission also concludes with a rendered sequence. *Colony Wars* features over 70 of these missions – each completely non-linear – set over five different planets, with each level constructed in high resolution 3D graphics and featuring realistically modelled and scaled solar systems in which to engage the enemy.

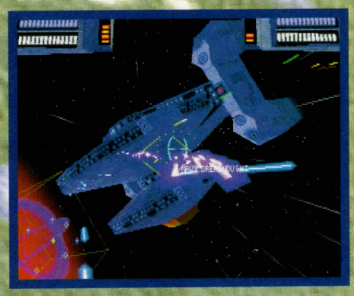
Colony Wars' non-linear structure allows players to choose their own route through the game, with their actions and level of success affecting the overall outcome of the game. To illustrate this, if one of the League's main battle ships was lost in the heat of battle, the final assault on the Empire would be weakened. Furthermore, if the player returns fire against a friendly target, they will be considered a renegade and

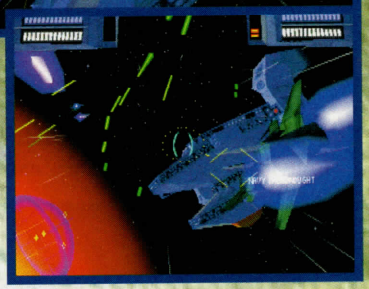
Conceptual Design











will thus be left open for attack from both sides. All this means that it's nearly impossible for *Colony Wars* to be played through in the same way twice.

A baffling ordeal? No longer!

The combat system of *Colony Wars* thankfully favours the arcade end of the flight sim, avoiding the unnecessarily (and ultimately self-defeating) complex control methods that are usual for this genre. The arcade style flight controls, avoiding the subtlety of most simulation fodder, give greater manoeuvrability in close combat and brash movement more fitting to the general style of the game. The result is more old fashioned fun – and less of a baffling ordeal!

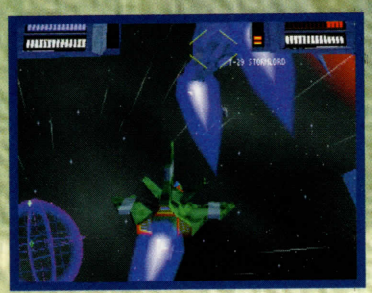
The finished game will feature six space craft to fly, all vastly different in looks, weapons and handling. These vehicles will range from a scouting craft with light armour and low weapon capabilities, to a heavy assault warship. The player will interact with over 56 other crafts – ally and enemy – all with carefully programmed intelligence allowing them to react to the in-game situation. Each craft will feature a choice of selectable views, from cockpit to external. The player will also be able to communicate with other fighters throughout each mission and use this back up to help plot a course to their combined goal.

Whilst combat plays a major role in the structure of *Colony Wars* the player will also take part in a wide variety of other missions, including providing safe passage to other friendly craft, and brief scouting missions to provide the enemy's location to the fleet. The game will also begin with six training missions to allow the player to become familiar with the handling and general control techniques of their chosen craft.

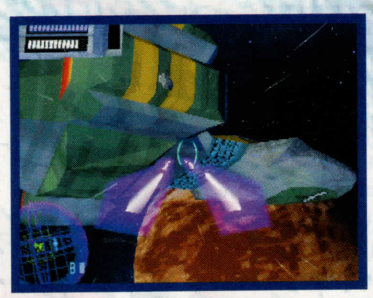
The most striking and instantly appealing element of *Colony Wars* – as with most of the titles from the Psygnosis stable – is its lavish visuals. The graphics are run at 30 frames per second, which is made even more impressive when you consider that the resolution is 512 x 240, which is pretty darn high, thus giving the game a look best likened to a true arcade title.

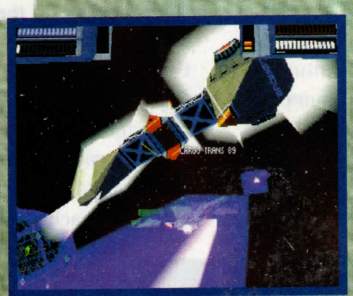
Each level also features textured and light sourced 3D environment featuring planets, moons, asteroids and assorted other bits of space stuff, all of which fit together in a seamless and impressive fashion.

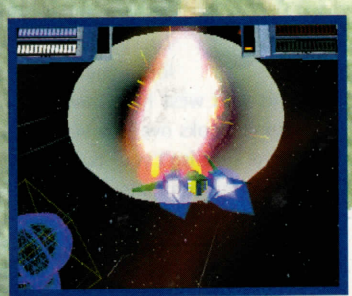
The glossy appeal doesn't stop there though. With some excellent sound effects – including explosions and craft noises – and a highly atmospheric full orchestral score, *Colony Wars* mixes solid gameplay with great presentation. This appears to be shaping up to be the nearest the PlayStation gaming world has come to a interactive movie.



The arcade style flight controls give greater manoeuvrability in close combat.... The result is more old fashioned fun - and less of a baffling ordeal!

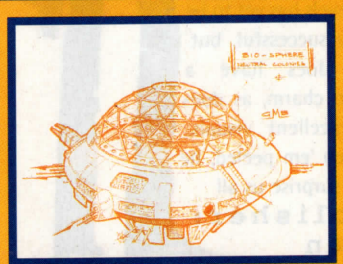


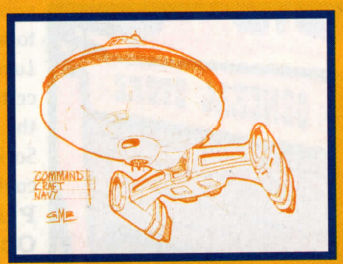


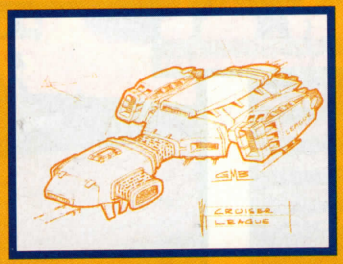


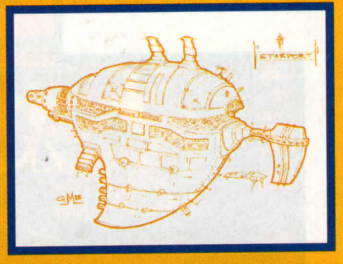
Stay still you pesky Imperial running dog!

From a whisper to the screen









Total PlayStation gives you a furtive glance at some of the most seductive releases set to hit the stores over the coming months. So pay attention as you wouldn't want to miss out, would you?

Mini

Shadow Warrior

Psygnosis once again turn our attentions towards the future, an existence which is bleak and unwelcoming in their latest foray into the first person perspective genre, *Shadow Warrior*. Natural resources of the galaxy have all but depleted, an evil tyrant, the Overlord, and his army of followers harvest fertile worlds until the ground is barren and then move on to the next. Their gaze falls upon your world, as their troops amass on the boundaries. You are called upon to save your planet and put an end to the Overlord reign forever.

Your quest is set across seven different planets, with a total of 16 missions, and concludes on the Overlord kingdom itself.

Play takes place within the confines of a large mobile attack droid, aptly titled the Battle Stalker, allowing the player free reign to navigate each planet and engage your many metallic foes. Each level will contain a large variety of enemies and a single end of level guardian who must be dispatched before progression is allowed.

Shadow Warrior looks to distance itself from the usual gameplay of this ever popular genre by incorporating equal elements of puzzle solving, exploration and of course combat. It's 3D visuals have been influenced by the work of artist Rodney Matthews, utilising his near apocalyptic vision, serving to produce some very dark and moody environments. With the large faithful following that the genre has achieved, *Shadow Warrior* should be well received come its pending release.

Publisher:
Psygnosis

Lucky Luke

Unless you are of French origin it's very unlikely that the name *Lucky Luke* will mean a helluva lot to you. Yet the adventures of this wild west hero have spanned numerous comic books over his 50 or so years as a cult hero. Luke isn't your common garden cowboy, under his ten gallon hat beats the heart of a true pacifist, he doesn't carry a gun and would rather drink a glass of pop in preference to three fingers of Red Eye. So as you have probably already guessed, Infogrammes' translation from the page to the screen has adopted the same attitude. So if you want a true Clint Eastwoodesque slice of the wild west, literally dripping in blood and gore, this isn't the game for you!

The game is a blending of both 2D platform action with fully 3D sections, much like *Crash*. Each of the 15 levels are separated into a number of sub games, shooting galleries etc, yet at its roots *LL* isn't a formula platformer. The gameplay leans towards exploration and puzzle solving instead of the expected old school jump, jump and jump again platform style.

The colourful graphics do appear to carry the flavour of the comic book and are shaping up very nicely, providing much of the game's instant appeal. The mixture of full freedom and linear, on-rails levels has yet to be totally successful, but *Luke* does have a certain charm, as does the excellent visuals. So keep 'em peeled, he could surprise us all

Publisher:
Ocean

Previews

Formula 1: Championship Edition

Following the success of their update of the original *Wipeout* code, producing the infinitely better *Wipeout 2097*, Psygnosis are currently putting the finishing touches to the updated *Formula1: Championship Edition*. When you take into consideration the massive sales of the original, topping one million, it would have been very easy for them to release an updated version of the original code, with the addition of the new drivers and stats. Yet as we have come to expect from the Liverpool fellas, it never pays to under estimate them, and with the sheer polish of the update, *F1: Championship Edition*, we strongly doubt this will disappoint anyone.

Even at a casual glance the differences are obvious, the most blatant of which being the high res graphics, inspiring comparisons with an arcade racer. Each car is now constructed from double the polygons of the original, with the 17 original tracks, along with two new ones, re-appearing with an all new coat of paint.

The much criticised control method of the original has also been adjusted, to be more forgiving to the novice player, With the fanatic *F1* devotee being catered for with more realistic collisions and better traction. A multiplayer mode is set to feature in the finished version in a two-player split screen option. *F1* is truly unique, as it is one driving game that doesn't instantly inspired the usual, "Oh God another racer comments!" shocker!

Publisher: Psygnosis

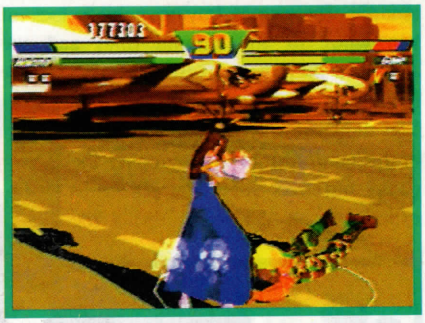
Street Fighter EX

Capcom, having tested the waters of 3D fighting with the gorgeous but shallow *Star Gladiators*, have completed their most promising release for some time, succeeding to take Ryu and the rest of the *Street Fighter 2* gang into the third dimension. Following suit with Midway, by taking their extremely successful *SF2* series into the next level.

Street Fighter EX debuted in its arcade form several months ago to a favourable response. The game was constructed around the System 11 arcade boards, the arcade hardware being very similar to that of the PlayStation mirrored *Tekken* and *Tekken 2*, so as expected work on a conversion was quickly put into action. With the arcade beating conversions of the previously mentioned Namco titles, expectation of the release of this title were high.

Thankfully it would seem that Capcom have done a stand up job, with the PSX version easily matching its arcade counterpart. The gameplay doesn't appear to have changed greatly, with each character retaining their own familiar moves albeit in 3D.

The game has all the familiar faces and a couple new ones. Ryu, Ken, Chun-Li, Guile, Zangief we already know, but here's a brief rundown of the new pugilists: Hokuto, a Japanese woman, Skullomania, a chap in a skeleton suit, Jack, an American with a baseball bat! Purna, another female fighter and Doctrine Dark, a rather bizarre fella with a hangman's noose!



Hopefully this will give the *SF2* series a much need lifeline to pull it from its rehashing 2D rut. Review next issue.

Publisher: Virgin

Overboard

Prepare to have buckles swashed in Psygnosis' pirate-based arcade puzzler, *Overboard*. Thankfully the boys have decided to take a rather tongue in cheek approach to the pirates' naughty nautical action. Opting for a very comic book style mixture of onboard sea based blasting and exploring, instead of the more factual prodding of people with large cutlass', robbing, long bearded, eye patched and one-legged related action.

The concept of the game is deceptively simple, plot a course from town to town, stealing everything not nailed down and blowing up some stuff in the process. Beneath this easy façade lies a complex and well conceived adventure, with real time 3D generated levels, nicely linked by a humourous FMV sequences, a large array of ships combined with power ups, end of level bosses – including a bizarrely oversized lobster – and a host of graphical touches. To lend much to the nautical atmosphere, the designers have included a variety of weather conditions, incidental sea-based activity, sea birds, dolphins, etc. As well as hazards, sea monsters and whirlpools and other ship-crushing marine activity.

The most promising option is the five player – yes we did say five! – multiplayer mode; in true *Bomberman* tradition the aim is the destruction of your friends' craft, by fair means, or better still, by foul. Play takes place in a single-screen maze type environment, which is littered with numerous power ups and bonus'. The five player link is achieved by use of a multitap set up and should play a major role in *Overboard*'s success, arrrhhhh Jim Lad indeed!

Publisher: Pygnosis

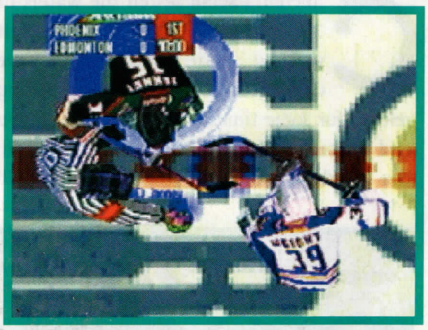
NHL Breakaway '98

Ice Hockey sims are a funny creature, with each new release to don their skates having little, and in some cases, no differences from the former. The main flaw here is that for we PAL owners Ice Hockey is hardly considered a popular spectator sport and is thus largely ignored. The games buying public's lack of knowledge of the general rules and the advanced plays have caused the sales of the many sims available to be limited to fans only. The way to achieve success in this genre would be to simplify the game and thus allow the player to experience all the many thrills the sport has without having to wade through the pages of stats and other tedious, yawn inducing fodder.

Thankfully Acclaim have seen the light, producing a much more arcade like Ice Hockey sim, *NHL Breakaway '98*, running with enhanced hi-res polygon graphics and looking pretty super, old boy.

At the end of the day, hockey is hockey so we won't bother going into the gameplay as you have heard it all before. Where *NHL Breakaway '98* excels is the host of new options that are available to compliment the new visuals. The player can be edited in every way possible: size, shape, weight and even the name and number on his shirt. There are masses of stats, from all the current NHL teams and players if that's your cup of tea, but for a more instant hockey fix, just plum for the arcade mode, sorted? Well, maybe!

Publisher: Acclaim



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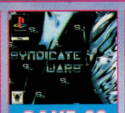
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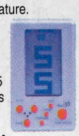

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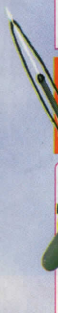

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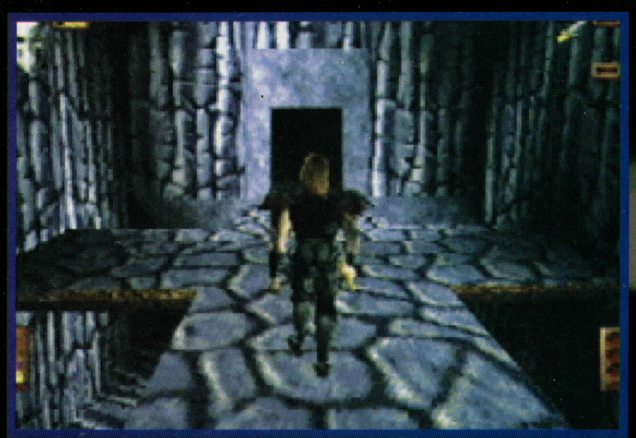
Deathtrap Dungeon

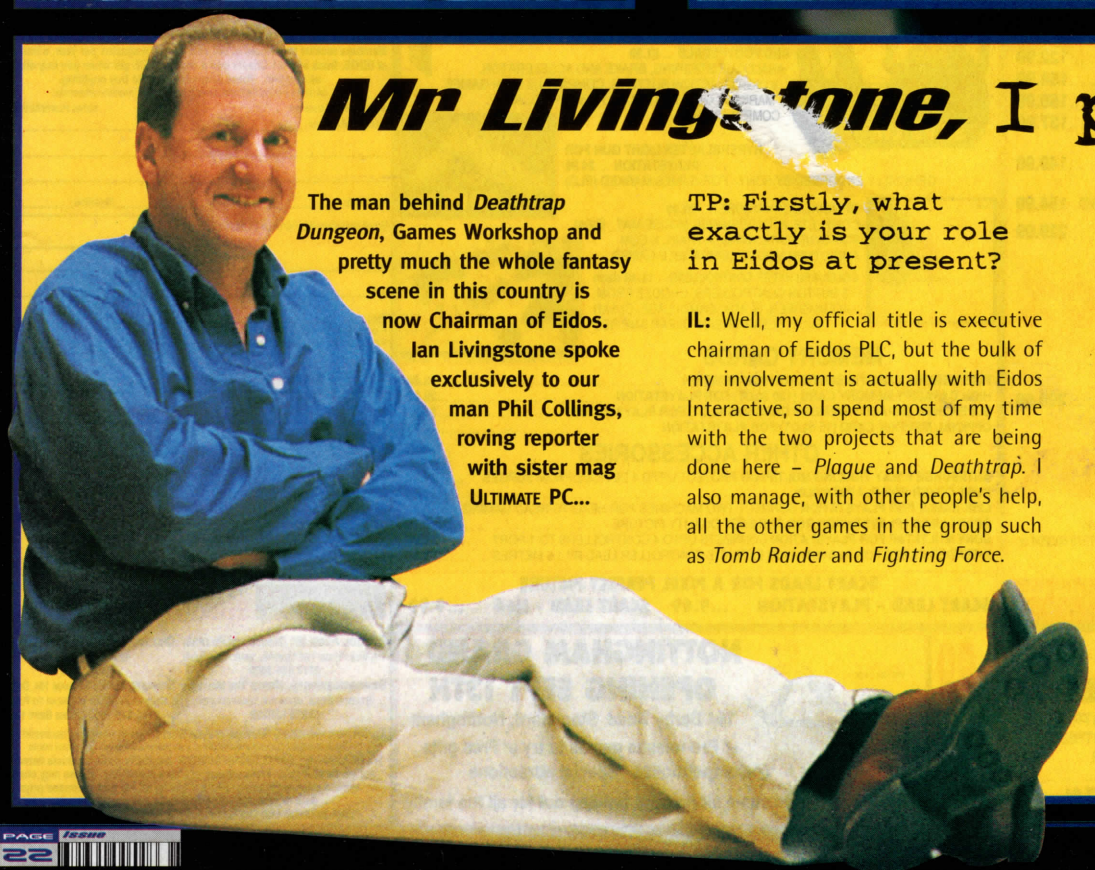
If dungeons full of death and traps are your kind of gig, it could be your lucky day. A big round of ham sandwiches for Ian Livingstone and all who sail in him!



Does that name mean anything to you? Chances are those of you who answered 'yes' were around in the early 1980s and got into a revolutionary series of fantasy novels. What made the Fighting Fantasy books, written by a couple of clever blokes called Steve Jackson and Ian Livingstone, different was that the reader actually took part in the story, making decisions, fighting monsters and eventually getting to the end without dying – if you were lucky.

How did this work? The books were divided up into numbered passages. If, for example, you met a golem in the path you might be asked to turn to passage 125 to fight him, or 60 to run away. Combat was all determined with dice rolls added to fixed attack and defence strengths, in order to determine whether or not a hit was scored. Each hit taken or dealt would reduce the victim's

Mr Livingstone, I presume



The man behind *Deathtrap Dungeon*, Games Workshop and pretty much the whole fantasy scene in this country is now Chairman of Eidos. Ian Livingstone spoke exclusively to our man Phil Collings, roving reporter with sister mag ULTIMATE PC...

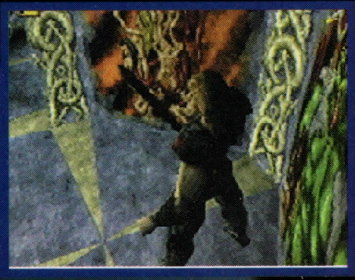
TP: Firstly, what exactly is your role in Eidos at present?

IL: Well, my official title is executive chairman of Eidos PLC, but the bulk of my involvement is actually with Eidos Interactive, so I spend most of my time with the two projects that are being done here – *Plague* and *Deathtrap*. I also manage, with other people's help, all the other games in the group such as *Tomb Raider* and *Fighting Force*.

TP: How did you go about setting up the development team for Deathtrap Dungeon?

IL: You've got to have three things in a game – technology, graphics and most importantly good gameplay. Gameplay is supported by both technology and graphics, so first of all I went and organised some very bright guys who started working on the engine.

I got some artists with a good track record and two people who used to work for me at Games Workshop, called Richard Hallywell and Jamie Thompson. Richard did both Space Hulk and Warhammer and Jamie is ex-White Dwarf, so I knew that we were all like

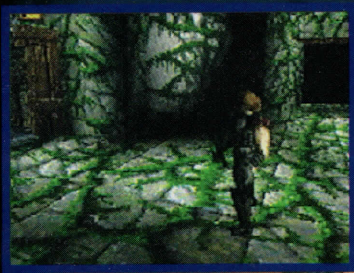


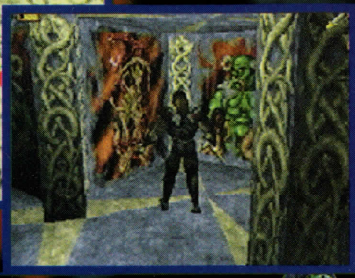
More mystic celtic swirls per square inch than Glastonbury festival

stamina level until it reached zero and death. Obviously, it was very easy to cheat, but at the end of the day, what's the point?

Book 'em, Danno

Anyway, so popular were these books, selling millions and millions worldwide, that messrs Jacko and Livers (as we call 'em, 'cause we're cheekily irreverent like that) ran off to live in their own fantasy world for a while. However there's only so much sun, sea, sand, sangria and señoritas a man can take... er, apparently, and where should Mr Livingstone turn up? Only as a bigwig with the ever-expanding Eidos empire, that's where. You'd think that with the likes of *Fighting Force* and *Tomb Raider 2* both hurtling ever closer they'd be prepared to sit back and watch the Chrimbo

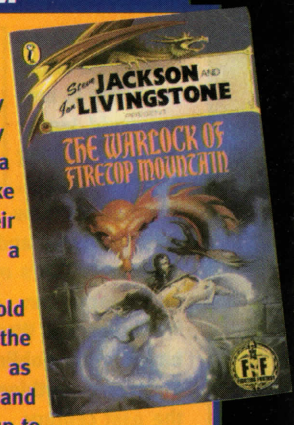




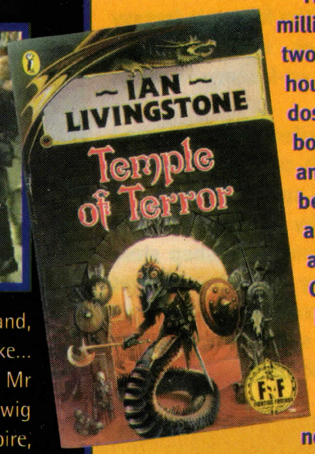
Look what happened to the last fella who said swords were for girls...

U Got the Book

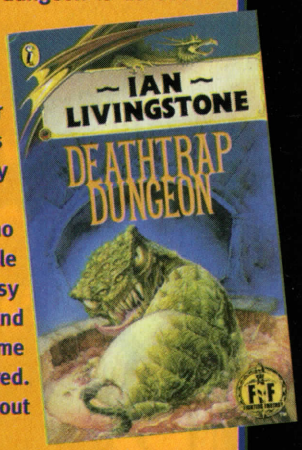
Together with Steve Jackson, Ian Livingstone's road to mega riches began with the phenomenally successful series of Fighting Fantasy gamebooks. These 'novels with a difference' allowed the reader to take part in the adventure, choosing their route and fighting monsters using a dice roll combat system.



The books soon sold millions, established the two young authors as household names, and doshed them right up to boot. Deathtrap Dungeon was the sixth and was widely regarded as one of the best in the series. It tells the story of a town called Fang, where every May a great event known as the Trial of Champions is held. The great hillside behind the town contains a vast labyrinth filled with monsters and traps created by the townspeople. The prize to any hero successfully negotiating the dungeon is 10 000 gold pieces. We're not exactly sure what that is in quid, but as far as we can work out it's more than thirty! However nobody has ever returned alive and as the reader it's stupid old you who's decided to try your luck this year.



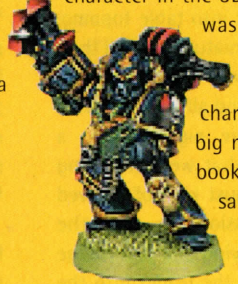
With 57 books in total there's no shortage of options for possible sequels. They're not all fantasy scenarios either; science fiction and Mad Max-style post-holocaust game settings are also there to be explored. If you fancy having a try, go check out your local bookstore.



minded people. I knew that I wouldn't have to explain to them what an Orc was or what a role-playing game was, and I made sure everyone had a common knowledge of what it was all going to be about.

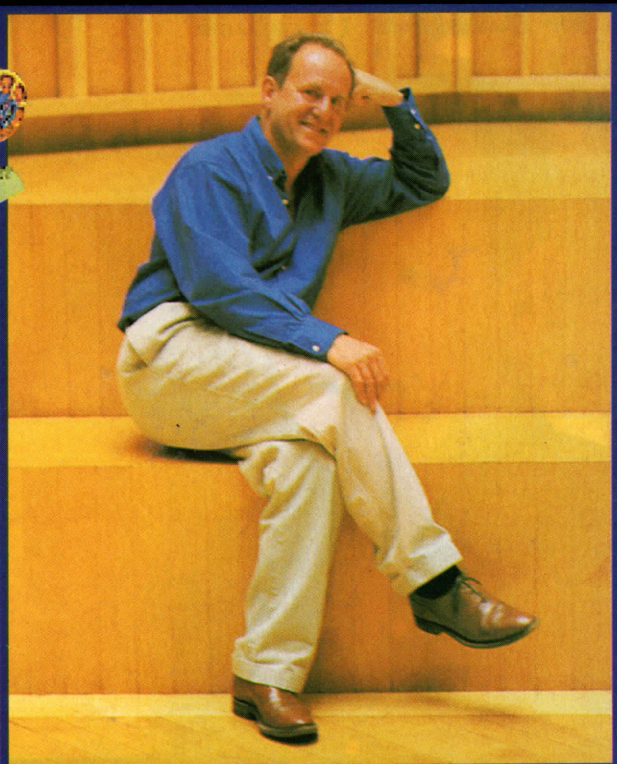
We've had our artist Mark McCenna doing the 2D art from the game. He's very familiar with the genre as well – you know that if you ask him to draw a dragon he's going to draw a dragon and not some stupid Walt Disney-looking one with floppy ears and a fluffy tail.

TP: How closely did you yourself work with the development of the game?



IL: I can't program...e to save my life but I was very much involved from the beginning with the style that we wanted. I had then already seen games like *Doom* around and I thought '3D, great!', but I wanted a third person character. I wanted to utilise full 3D movement so you could display the character in the 3D environment so It was my decision to have a 3D world and also a 3D character and loads of big monsters out of the books and loads of the same situations.

I'm really very passionate about



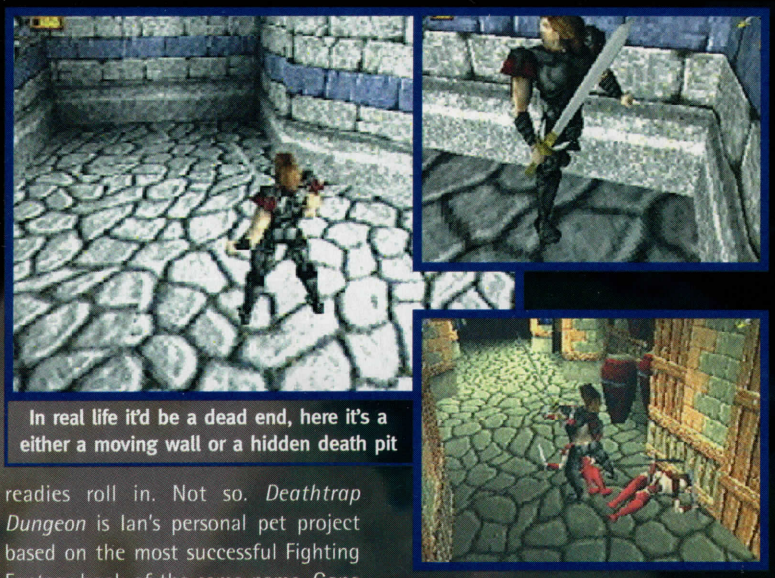
Little Metal Monsters

The company Ian Livingstone began in his flat is now the world leader in role playing strategy games. It produces new games every month, complete with enhancements and refinements to the rules which are outlined in GW's own magazine, White Dwarf.

Players can choose one of two scenarios – Warhammer or Warhammer 40 000. The former is fantasy based with goblins, orcs and elves, while the latter projects everything into a futuristic sci-fi scenario set in the 41st century.

Games are played using the detailed models created by Citadel Miniatures, each of which can be painted up and customised to players' personal specifications.

To learn more about the hobby of tabletop role playing, skip down to your local Games Workshop store where they'll be more than happy to help you get started. Alternatively, if you have access to the Internet, find out more by checking out their superb Web page at www.games-workshop.com. Happy RPGing!



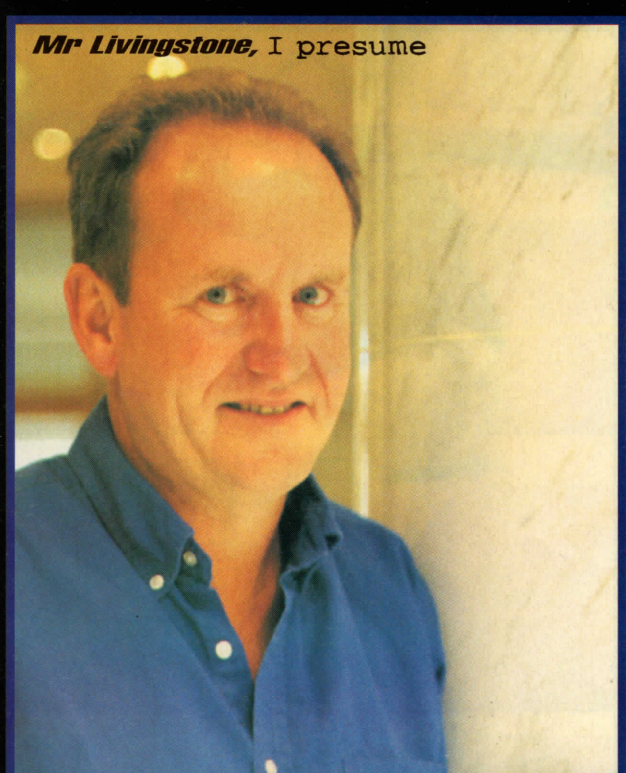
In real life it'd be a dead end, here it's a either a moving wall or a hidden death pit

readies roll in. Not so. *Deathtrap Dungeon* is Ian's personal pet project based on the most successful Fighting Fantasy book of the same name. Gone however will be the turn-based combat and simple either/or decision making. *Deathtrap Dungeon* is a very different place today, compared to 1984.

Now fully texture-mapped in gorgeous 3D, the dungeon comes alive before you. The feeling is further enhanced by dazzling lighting effects, throwing eerie shadows over the walls and across the characters and baddies.

The people responsible for the engine are Glassworks – a hugely respected team best known for their work on the legendary PC title, *Flight Unlimited*. The developers have opted for a third person perspective in a similar vein to *Tomb Raider*, rather than going for a *Doom's*-eyeview, which enables combat to be more involving. It's now all done in realtime, as the player takes on an incredible 55 different types of bad guys in one of two guises – either a man or a woman.

Mr Livingstone, I presume



the game and it's not going to go out unless it's right. That's why it's taken so long – I'm pretty severe in my demands of what I want in it.

TP: What gave you the idea of writing the Fighting Fantasy books in the first place?

IL: My games history goes back a long, long way. I started Games Workshop in 1975 in a flat in Shepherds Bush, launched Dungeons & Dragons in the UK and quickly got into table topping, creating Citadel Miniatures and all that. But I'm a great reader of sci-fi fantasy books and comics and all that. We were down the pub one night having a discussion about what we were going to do next and it just kind of evolved during the discussion, to take the essence of role playing and just merge it with books. Turn the reader into the hero – it was a simple idea. With role playing games you have to get six or seven people around on a regular basis and it can be a lot of effort.

TP: What's Steve Jackson doing now?

IL: Well he was writing for the Telegraph before but he's still very active in games and he's joining Peter Molyneux [Founder of Bullfrog] in his brand new production.

TP: Would you say that the traditional role-playing game has been superseded by the computer?

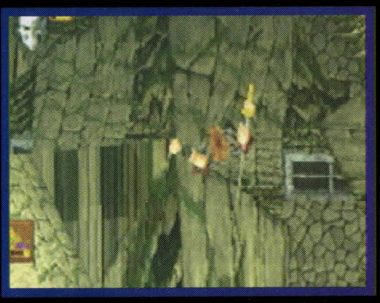
IL: I wouldn't say it was superseded, I'd say it

Up the arsenal

One or two 'liberties' have been taken with the book in the name of gameplay. No longer is the hero limited to the standard old axes, broadswords and daggers of more traditional dungeon games. Careful searching will reveal all sorts of goodies including flamethrowers, rocket launchers and blunderbusses! Purists need not fear however – there'll still be all sorts of enchanted swords, magic, spells n' all.

To ensure gameplay is up to scratch Livingstone has drafted in Jamie Thompson, formerly of Games Workshop and also a past editor of the famous fantasy mag White Dwarf. He's been responsible for designing the levels, so you can be sure there'll be plenty of devious traps and puzzles to solve along the way, as well as bad guys to bash.

Deathtrap Dungeon is all ready to make it a winning Eidos hat-trick this Christmas and we'll have a full review in issue 2.11 which is on sale 30th October. Don't miss it, fantasy fans!



Fancy robes, big staff – crikey, it's a warlock!

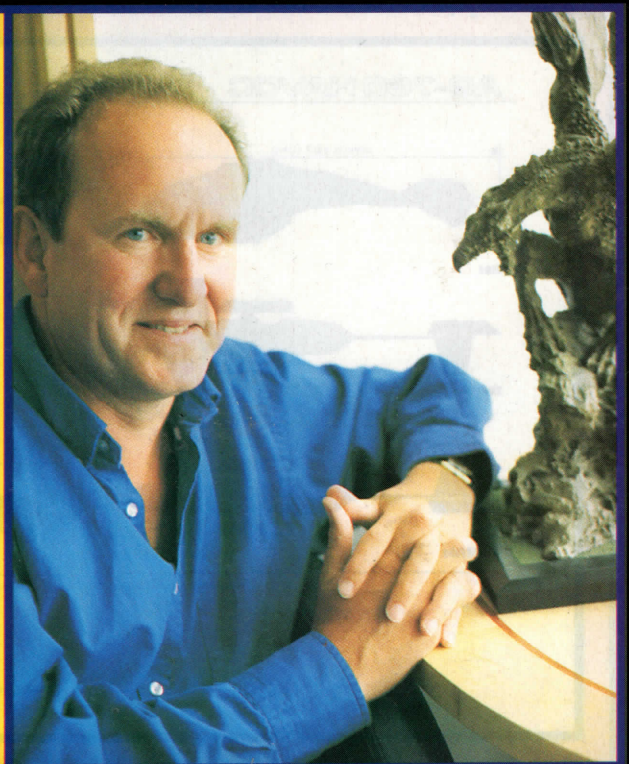
was a mood thing. For example I've got three rooms at my house, all dedicated to different sorts of games, depending on my mood. If I want to play computer games, I'll play computer games – it's how I feel for the moment. I mean, Games Workshop has gone from strength to strength.

TP: Has Deathtrap Dungeon turned out as you first envisaged it?

IL: It's changed quite a lot. It was going to be a completely hardcore role-playing game. Now it's more an action-combat game with lots of violence, but there are still a lot of puzzles in there. There are no experience points at this stage but your character does get tougher as you go along.

TP: What one thing would you like to be remembered for at the end of the day?

IL: I think, bringing fun into people's lives really. One of my proudest moments was seeing Games Workshop grow out of a flat into a multi million pound business, and seeing my first book published was quite a big thrill.



Pysgnosis take law enforcement into the next millennium with you at the controls of every villain's worst nightmare. Bristling with hi-tech weaponry, your Havoc is guaranteed to fill even the most-hardened criminal's pants!

G-

Life and death on the streets of Calisto – one slip up and it's all over

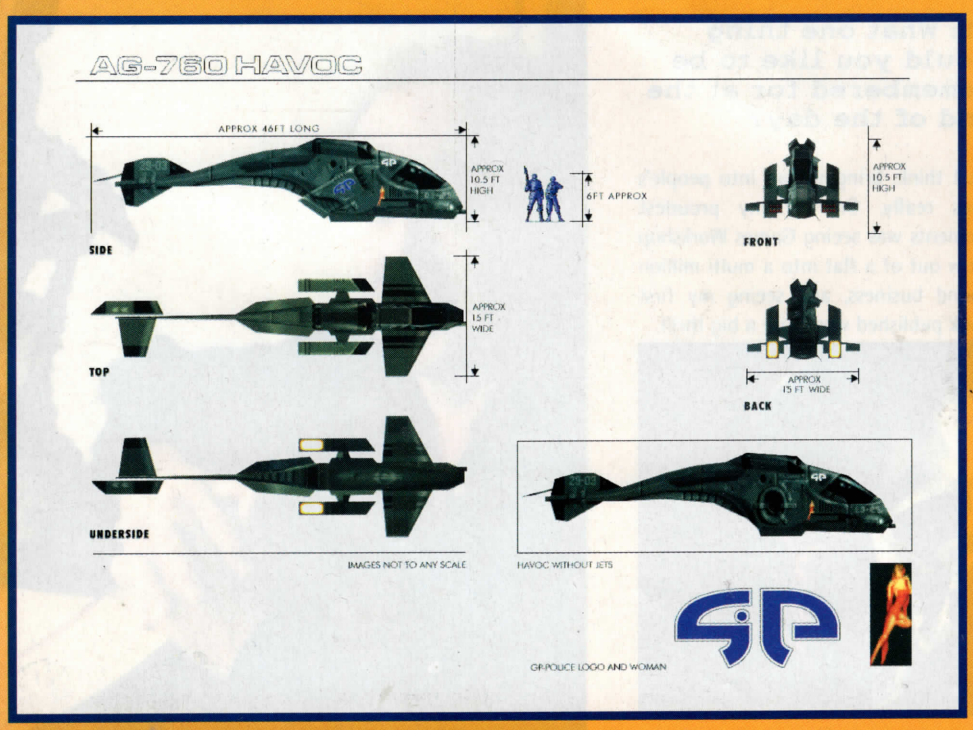
'Ello, 'ello, 'ello. What's all this then? Trust Psygnosis to come up with an all-new type gaming concept just when it seemed there were no more to be had. The year is 2097 (one wonders if this date has any deep significance with the Psygnosis peeps) and mankind has pushed back the frontiers of his domain, colonising the outer reaches of the known solar system. Be prepared to take on the role of a Government Police officer, assigned to keep the fragile peace on Calisto, one of Jupiter's mysterious moons.

As pilot of a Havoc – a sort of jet-powered helicopter minus the big rotors, tasks will involve patrolling and providing air support for all sorts of missions against Calisto's thriving criminal organisations. Sounds like just the ticket for the top law abiding bods of TP, 'cause prison isn't very nice, okay kids!

Causing Havoc

The police of the future don't have to ponce around on horses and in panda cars. Instead they get to fly things like the Havoc. It handles in a similar way to a helicopter but instead of rotors it has twin jet engines, which can be angled by the pilot for vertical take off and landing, or level flight.

The arsenal it packs would put most military aircraft to shame, let alone the poxy police force. Missiles, machine guns and bombs are all available to the Old Bill of the 21st Century. However, all that's happened is the bad guys have become even more violent and devious in their efforts to evade capture.

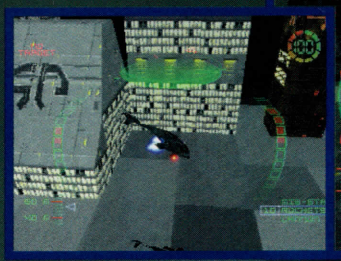


Flight of fancy

Firstly it's a flight sim. The mechanics, flexibility and complexity of control are designed to feel as realistic as possible while still keeping things playable. However it's also a shoot-'em-up, with action never too far away. There'll be

Sorting out the perps from the civilians requires split second decisions

Police



action takes place within the tight confines of a lunar city. This means mastering control of the Havoc is essential for making a speedy response to orders, as weaving in and out of the towering skyscrapers at high speed will test all you budding Stringfellow Hawks to the limit. I used to prefer Blue Thunder to Airwolf, but I digress.

Fancy a Psyg

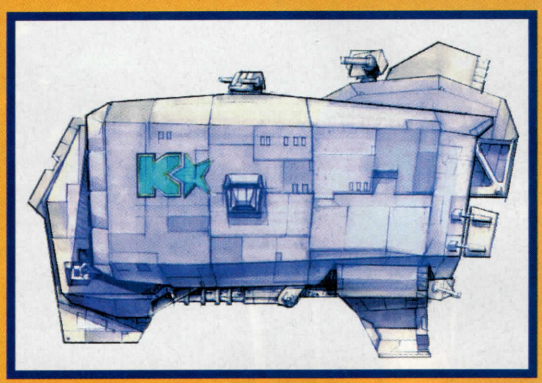
If you checked out our Psygnosis feature a couple of issues back you'll already have an idea of what *G-Police* is all about. It's going to be mission-based with a storyline of murder and betrayal type guff thrown in just for good measure. This will unfold

none of that flying about for twenty minutes without so much as a peep – as is the way with many more dedicated sims.

Still, an all action based flight simulation is hardly a new concept. It's the setting which makes *G-Police* different. Instead of large open expanses, all the

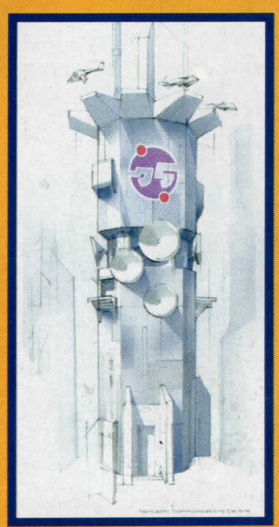
Keen sci-fi buffs will recognise the future by the use of boxy glowing green fonts

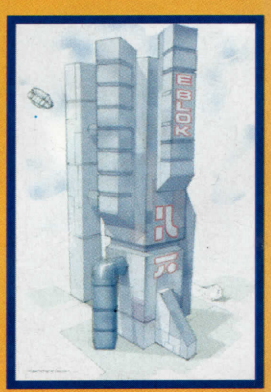
Clear as Calisto

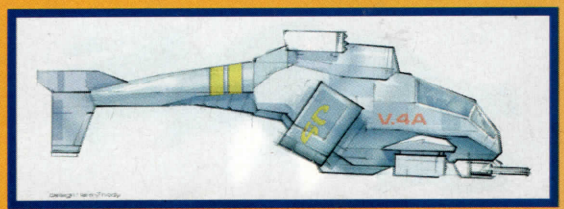


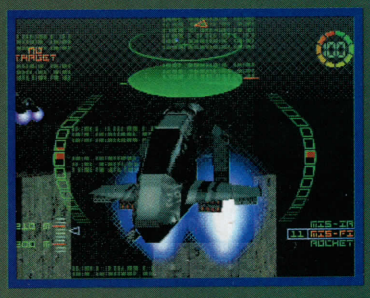
G-Police is set on the moon of Calisto – one of many satellites orbiting Jupiter. The human race has no doubt bled the world dry of everything useful and has been forced to push its frontiers further and further afield. Much of the solar system is now inhabited and, as usual, wherever people go, trouble is sure to follow.

The cityscapes, buildings and vehicles of Calisto were all created from original design ideas created by artists. The idea was to generate a believable 'place' with its own character and look – something that has been accomplished with great success.









The grey cityscape sparks with bright lights and explosions – atmospheric!

buildings before you manage to get the hang of it.

Add the ads

If all of this weren't enough to guarantee a hit, Psygnosis are planning a huge marketing spend – including TV – which will almost certainly make *G-Police* one of the biggest hits of the year. It looks the part, and even in its unfinished state has playability lesser games would kill for.

If you like the dark, Blade Runner type atmosphere and fancy the idea of flying around cities blasting crims, innocents or in fact anyone unfortunate enough to be in the area, with an assortment of superb hi-tech weaponry, your prayers may be on the verge of an answer.

Negotiating the streets requires strong nerves

in the form of rendered cut sequences between each sortie.

There'll be an impressive armoury of weapons with which to tackle the various nasty villains which inhabit 35 missions, spanning across five cities. Since there is no atmosphere on Calisto, each of these cities is housed in a gigantic dome (Huh, Huh, you wrote Dome!) and access from city to city is via long underground tunnels. It's no mean feat flying the Havoc through one of these without a few prangs, I can tell you.

Since the moment when we first clapped eyes on it, this is one game we've been champing at the bit to get to work on.

Why? Well in aiming to combine a realistic flight model with an action-packed shoot-'em-up, together with a unique setting, it really is out on its own.

At the moment controlling the Havoc seems well tricky, but we're promised some training missions and the like by the time the game has reached completion. And after all, it is supposed to be a simulation of sorts, so you can't expect to jump straight in and start blowing baddies away from the off. Expect to spend a lot of time missing the bad guys completely and crashing into

No place like dome

The thing about colonising planets and moons with little gravity and no air, is that they tend to be rather uncomfortable for the residents. To keep Calisto's population happy the powers that be have built the cities inside vast pressurised domes, complete with gravity, oxygen and everything else we frail beings require to survive.

The domes are linked by narrow tunnels and are indestructible. They're also rather hazardous to the pilot who's not paying attention, so don't fly too close!

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Nightmare

Take a slow, nervous step into the following pages of TOTAL PLAYSTATION as we take you on a guided tour of the dark, unpleasant depths of Hell. (James' underpants? — ED)...Oi!

Nightmare Creatures **features cool graphics perfectly capturing the dark and feral atmosphere**

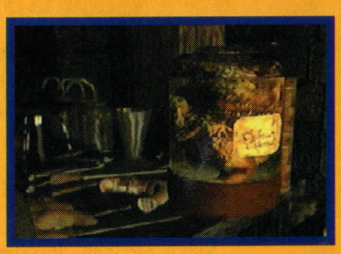
Our whole existence is fraught with horror. Simply tune in to the evening news and witness the horrific events of the world: murders, assaults and the seemingly never ending catalogue of natural and man-made disasters have become part of our sub-conscious, making it all too easy to be desensitised to the ills of the world. Yet there is something within in us all, some macabre element to our sub-conscious that makes the experience of fear so desirable. From the initial exposure of the late night horror movie and that first rollercoaster ride, to the yarn that scares to fulfil, maybe this is the natural human reaction towards horror; having to experience an emotion to deal with it. If so this goes some way to explaining why the sub genre is becoming increasingly popular, allowing the player to immerse themselves into the imposing atmosphere and experience the horror at first hand.

This genre is hardly a new one, with installments spanning various platformers from the Spectrum to the SNES. But even with the massive advancements of the 32-Bit consoles, nothing could have prepared the gamesplaying world for what was to come. The fear had never been so real,

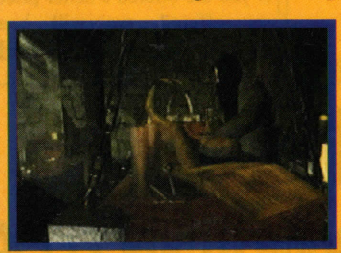
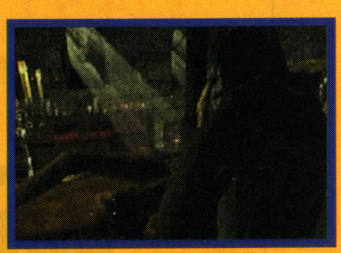
Laughs a-plenty with those crazy *Nightmare Creatures*

The fear had never been so real, allowing players to literally step into the dark, foreboding, not to mention pant-soilingly scary world of horror, aha, ha, ha, ha!

Prelude To Your Nightmares

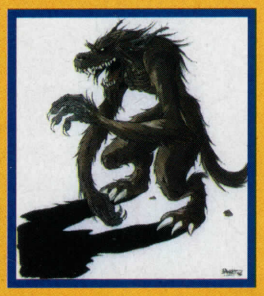


As mentioned *Nightmare Creatures*' plot structure is held up with a number of linking rendered sequences, which to be perfectly frank are just a little bit unpleasant. Remembering the controversy that surrounded Capcom's *Resident Evil*, in particular it's very gory intro, we consider that it is highly unlikely that *Nightmare Creatures* will arrive on these shores in a untruncated form. So before those protectors of our morals, the BBFC, get their the scissors out we thought we would give you a taster of the totally uncut intro, yeuck!

Creatures

Production Sketches



The plot reads as follows: The place is London, the year is 1834. Tails of the evil doings of the secret organisation, the Brotherhood of Hecate, are whispered amongst the population. Stories of horrific ungodly acts against nature, tales of demonic resurrection and possession, dogs and cats living in harmony, N64 selling more than the PlayStation and some details too unpleasant to go into now. The leaders of the Brotherhood were thought to have perished in the great fire of 1666, but their movement has continued in the labyrinthine underground, of London, slowly gathering momentum waiting for a leader to take them back to power, and this overlord has been found, in the twisted form of Adam Crowley.

To generate the cinematic style of the game further, Nightmare Creatures features a haunting gothic soundtrack, incorporating the sounds of the classic horror movies of the late 1930's.

Once a respected man of science, Crowley has turned his back on good, looking to Satan for his new found direction and ultimate goal – that of creating Hell on Earth! Dum Dum Da!!

To go about this goal Crowley has turned on Mother Nature herself, by finding a way to do mankind the ultimate injustice, to resurrect the dead transforming them

Shoreditch. 2 Bed Flat. Excellent views of diabolic slaughter

allowing players to literally step into the dark, foreboding, not to mention pant-soilingly scary world of horror, aha, ha, ha, ha!

Keep telling yourself it's just a game!

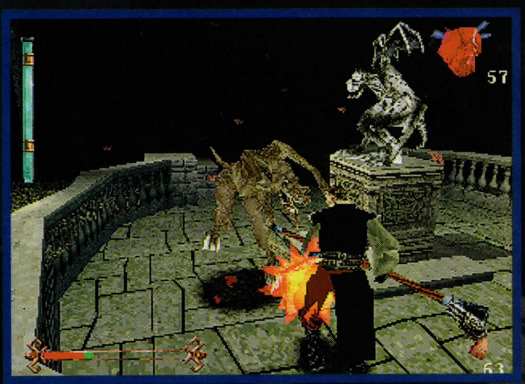
Following in the footsteps of such dark romps as Capcom's *Resident Evil* and BMG's *Legacy Of Kain*, comes Kalisto's *Nightmare Creatures*, a third person 3D action adventure. Like the above releases, *Nightmare Creatures* is driven by a strong and amazingly original storyline lead by the attractive rendered intro and between levels FMV sequences.

Just who on earth are Kalisto?

The French software production company was originally founded by Nicolas Gaume in October of 1990 under the name of Atreid Concept, specialising in the translation of PC games to the Macintosh, thus gaining the confidence of such publishing houses as EA and Ubisoft, with the next level of progression being the natural move into publishing themselves.

In 1992, the company's title was changed to that of Kalisto, and production of Mac and PC software began. Their impressive games gained the attention of Apple, the makers of the Macintosh hardware, with the company investing heavily in the company. With this injection of finance, Kalisto developed a multi-format engine, LibSys, allowing them to develop software for both Mac and PC. With the success of this revolutionary hardware, Pearson Group struck up a partnership deal combining forces to create Mindscape Bordeaux. In this newly formed union, Kalisto struck out into the wider console market, developing software for the Sony PlayStation. Over the next six months the gamesplaying world will be able to witness the amalgamation of six years of hard work.

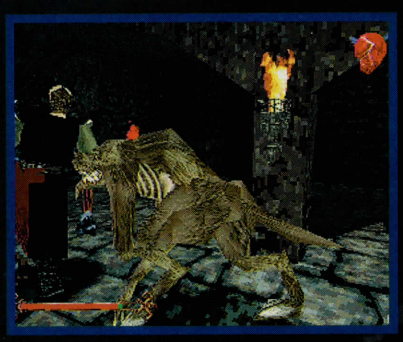
The impressive graphics using both gouraud shaping and rich texture-mapping, allow for fluid character animation without losing the impressive frame rate.



Ignatius the Plucky Priest vs Creepy Crowley and his Legions of the Night. Place your bets kids!

man, a tough knuckled vicar! Having studied the scriptures and literature of the Brotherhood, Ignatius sets off into the fog shrouded darkness of London, looking to bless these unholy creatures right back to hell! Taking his hot-headed and pleasingly busty assistant, Nadia along for the ride.

What possible chance could these two unlikely heroes have against such phenomenal, not to mention overwhelming odds? Not only do the hapless duo have to face off against numerous creatures of darkness, but also take their first tentative steps into the increasingly expanding PlayStation 3D adventure market! All but a brief play of the game itself inspires answers to this question, very much in the positive.



Lots of nasty buggers beautifully rendered

into hideous soul-less creatures, without a will of their own. With this army of zombies and hellbound monsters, Crowley looks to turn the entire city into a breeding ground for his creations, destroying and inflicting the living until only brain-dead pathetic creatures remain (I guess he was successful in Albert Square - James), fit only to do his bidding! That is unless London can find a hero, and put an end to Crowley and his army.

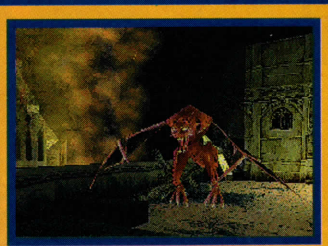
Thankfully a hero has been found. Ignatius, a man of the cloth, a holy

It's just a game!

Kalisto's *Nightmare Creatures*, whilst owing a great debt to Eidos' *Tomb Raider*, is shaping up to be a worthy addition to the Christmas software line up. Alongside its atmospheric visuals and macabre storyline, *Nightmare Creatures* has a number of other promising qualities. Having been developed utilising both Kalisto's multiplatform development tool, LibSys and an all new 3D engine, the combination of these elements has allowed the production team to produce a smooth and extremely fast game engine. The impressive graphics using both gouraud shaping and rich texture mapping allow for fluid character animation without losing the impressive frame rate. To add to the gothic atmosphere of the game, a number of lighting and spot effect have been incorporated into the code, such as flickering street lights, mist and of course gallons of blood. On the subject of carnage, one of the most annoying flaws of the mentioned Eidos classic was its frankly dodgy combat method, with the use of firearms limiting the hand to hand

Good to see the church reaching out into the community again

Unpleasant Undesirables



An entire menagerie of grotesque creatures of the night await the player within the game, with the sole intention of tearing the player limb from limb, whilst behaving in a typically unmannered monster way. These foes are straight from the pages of classic horror literature, featuring the likes of zombies, werewolves, demons and 21 other equally unsavoury characters.

From Paper to the Screen

The textured mapped 3D polygons used to create the many horrific creatures within the game are extremely impressive, providing some of the most detailed in-game characters we have seen. For the best illustration of the quality of the visuals, simply examine the production sketches of the transformed Adam and then draw comparisons with the in-game graphics. Impressive huh?

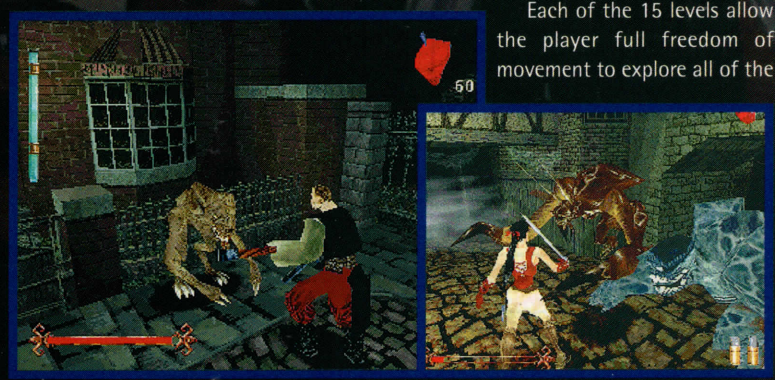
combat to nil. The leads of this adventure will engage their many opponents using both side arms, in the shape of a single shot pistol, and of course weapons-based attacks, with the hardest priest in town utilising a double-ended staff and Nadia favouring a sword, each of whose capabilities can be increased with the use of power ups. The combat isn't limited to a couple of attack moves but is best compared with the control method of a fighting game. With a variety of moves for each character, both having a single extremely powerful offensive special attack, which whilst being more complex to perform, will instantly vanquish their foes. In true movie style, the walking dead will only be finally destroyed by bodily dismemberment - removal of the head or cutting them in two will normally do the business. Flirting with controversy yet again, we thinks!

In true movie style the walking dead will only be final destroyed by bodily dismemberment. Removal of the head or cutting them in two will normally do the business

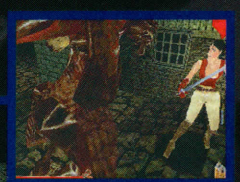
No! It's not, Aha Ha Ha Ha!

The attention-grabbing creatures of the title, provide one of the most instantly appealing aspects of *Nightmare Creatures*, each having undergone major texture-mapping treatment and matching their visual prowess only with their frames of animation to create a truly unnervingly real army of the spawn of Hell, including sub bosses and of course the demonic incarnation of Crowley himself. Each, in particular Crowley, with the power to genuinely shock the player, suddenly appearing from the shadows or bursting forth from the waters of the Thames, purp! Adding much un-needed extra realism to the nightmare creatures themselves is the AI elements of the game code. Each character moves independently of any other creatures on screen, attacking the player at once, trapping them in their claustrophobic grasp.

Each of the 15 levels allow the player full freedom of movement to explore all of the varying creepy environments, including sewers, cemeteries, the docklands and Westminster. Whether you will be able to go toe to toe with that lovely Tony Blair has yet to be confirmed. All of the texture-mapping and graphical touches will not go unmissed, due to the intelligent camera which continually switch angles to ensure the most cinematic view possible. To generate the cinematic style of the game further, *Nightmare Creatures* is to feature a haunting gothic soundtrack, incorporating the sounds of the classic horror movies of the late 1930's.



Ignatius battles against an Arsenal fan



Kalisto are still a relatively unspoken name in the realms of the PlayStation, but with their impressive line up of pending software, including their interpretation of Luc Besson's Fifth Element and this title, we consider that their anonymity is set to be short-lived.

You know what? — They're the heroes!

With over twenty five creatures looking to put a rapid and rather bloody end to your quest to rid the world of the evil Adam Crowley and his armies of darkness, it's good to know that the odds aren't stacked too much in your foe's favour. With two heroes being better than one, that kind of evens things out. The player will have the choice of busty lass Nadia, or a priest who goes by the name Ignatius Blackward to fulfil their righteous quest.

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Reviews in Short

A rapping dog, dinosaurs and angry Japanese fighters. It's all in our reviews. The games may be good, they may be bad. Let us guide you through this new clump of PlayStation games.

36 Lost World
The Speilberg epic finally reaches the PlayStation complete with vicious dinos and blood. The film was criticised for being too much like its prequel - is the game going to get the same treatment ?

42 Fantastic Four
Comic super heroes in scrolling beat-'em-up extravaganza. Four player scraps and some very strange enemies.

46 Parappa The Rapper
Sony comes over all funky with a rap sim featuring a canine rapper to rival Snoop Doggy Dogg. Throw your hands in the air, put on your baggy trousers and make like a... err, dog.

50 Real Bout Fatal Fury
The never ending *Neo Geo* beat-'em-up series arrives on the PlayStation. But can it compete with *Street Fighter Alpha*, and are 2D games still wanted ?

56 Hard Boiled
It's a racing game with shooting involved. Imagine *Cyber Speed* crossed with *Wipeout*. This comic book based racer slightly resembles both, even though *Cyber Speed* was not very good. Is *Hard Boiled* the same ?

60 Toshinden 3
Dodgy voiced polygonal characters one again gather for another go at beating Namco's *Tekken* series. The sad truth is *Toshinden* games have never come close.

The Lost World

This is how it always starts, but later there's running and screaming.* The Lost World *looks every inch the blockbuster, but does the gameplay stand the harsh test of time?

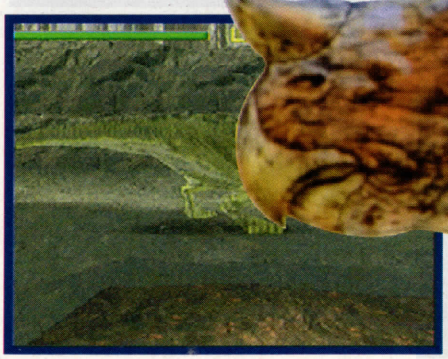
This is a bit topical, since I only saw the film two days ago! Being a bit of a Jurassic Park fan, and after writing the WIP a couple of months back, this is one game I've been itching to get hold of. There were playable versions on show at E3 but it was a bit of a pitched battle to get on any of them. So, it was with great joy that I took the hallowed package from the postman (he's such a nice chap) and dashed upstairs, clutching the disk in both hands. Into the eager PlayStation

Justin Says...

When I first heard about this game, I was under the impression that you could choose which of the five 'characters' to play with, rather than having to play each of them in turn. The idea of working your way up the food chain is quite good but I would much rather have seen levels where, depending on which character you opted for, you could take different routes through it. I enjoyed playing *Lost World* for a while but quickly became very frustrated with the pixel imperfect jumping required on most of the levels. Dinosaurs became extinct for a very good reason – I suggest you spend your money on *Pandemonium* instead.

it went and back we all sat to admire the stunning intro. Er, hang on. What intro? A Dreamworks logo, a Jurassic Park logo, then an options screen – that's it? Never mind, because when you get into the game it looks almost like an intro anyway.

The developers have taken a few liberties with the storyline to the point where it doesn't really follow the film at all. Instead players assumes the role of different creatures as more progress is made. Level one casts you in the role of the tiny compy – those chicken-like things if you've seen the film. It has three attacking moves plus the ability to jump, but it doesn't take long to realise trying to fight the other creatures is a bit of a daft exercise. Fortunately the compy's combination of diminutive stature, high speed and jumping ability makes avoiding attackers fairly straightforward. Instead there are loads of seriously tricky platforms to negotiate. Our lizard-like friend can't fall infinite distances, so every jump needs to be assessed. Fall too far and you'll either be relieved of precious energy or, if it's a particularly bad tumble, killed outright.



Lost and found

It takes approximately three minutes to suss that *The Lost*

Secrets of the Lost World

Not all is quite as it seems. Though the levels may seem like straightforward left to right affairs, it's worth experimenting 'cause you never know – there could be a secret path right under your nose!

Jump the raptors if you know what's good for you...

Our reptilian hero spies the bonus dino tooth...

Toothy, toothy – all mine!

I wonder what further nasty dangers await?

Hang on a mo'! I think I spotted something just back over here...

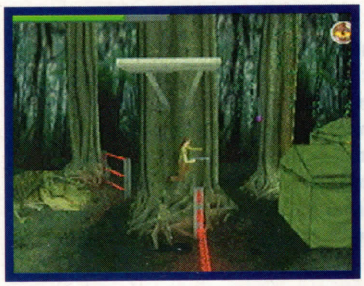
This log looks hollow...

Cor – a hidden path!

Let's go see what cool loot we can find!

Nick Says...

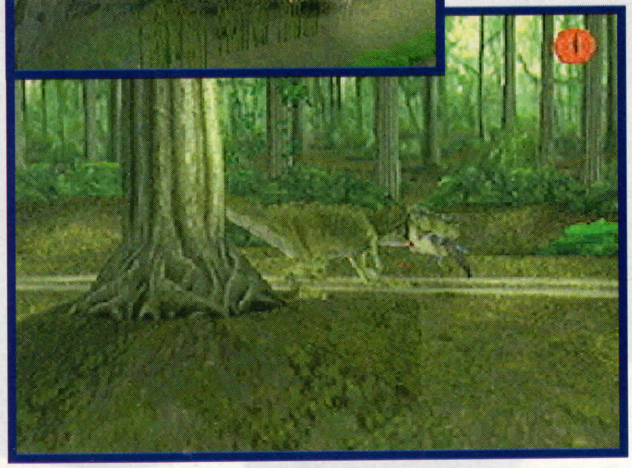
My initial impression of this game was that it was *Pandemonium* with dinosaurs – a simple 2D platformer with 3D graphics. But as you progress through the game you realise that there's more to it than 'jump log', 'collect power up'. It's good that with each character the control changes and so does the gameplay, albeit very slightly. But the major fault is the way you have to go all the way back to the beginning of the section. If you die on, say, level five... Arrrgggh! The frustration level is so high you'll be tearing your hair out by the handful. A case of great graphics, prehistoric gameplay.



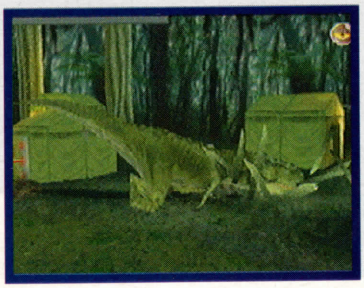
What d'ya mean you want to set the game on fire too?

World is a monster – not just in the literal sense but in terms of difficulty as well. Nipping back to the options screen and setting the skill level to easy seems to make barely a jot of difference. Even when you know a level inside out, it's never a case of just running through it. There are always tricky jumps and nasty creatures which demand your full concentration to successfully be bypassed. And rest assured you will learn each level very well – 'cause every time you die you'll be safely returned to the start of... Aaaargh! It's like stepping through a timewarp to 1986 when completing a single game level was an achievement and finishing an entire game an almost unheard of awesome phenomena!

Complete the compy levels and things start getting a bit more exciting. A couple of human characters, a raptor, and best of all, a T-Rex are all waiting to be played with and it's this more than anything else which really fuels the desire to keep on playing. The actual level of frustration is such that you're always on the verge of throwing the joypad at the wall, but somehow it still manages to maintain that elusive 'one more go' quality which keeps you from smashing your PlayStation into bits, and anything else nearby along with it.

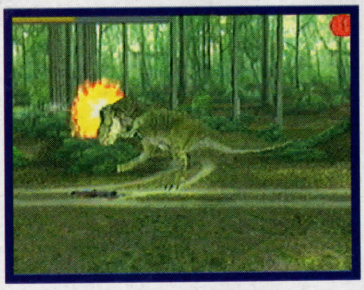


Unluckily dino toes aren't the most delicate of instruments for jumping



Monster munch

There are collectables to be had along the way, which basically vary depending on whether you're controlling a human or one of the dinosaur characters. The



Dancing dinosaurs, the fabled headbuttosaurus lives!

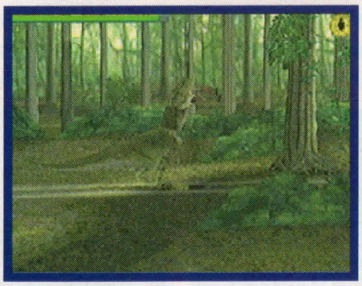
After a light lunch of limbs, there's nowt like a stroll to aid digestion

All it wants is a little snack, and there you are, shooting the poor dumb animal. Shame!

dinosaurs can collect teeth which increase their instinct levels. The higher this is, the stronger they are, and the less damage is sustained when hit. Killing other creatures also increases instinct. Humans on the other hand can collect guns, ammo, grenades and the like, to make up for the fact they're really a bit puny and crap when all's said and done.

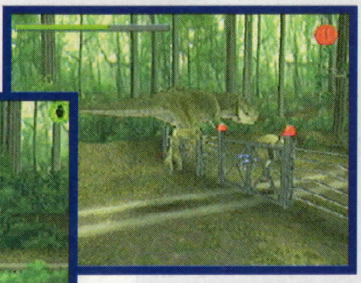
Other collectables are common to both species. One DNA strand is hidden on each level and if all those within a certain section are found you're rewarded with a gallery of dino pics (!?). No, honestly – it sounds really good. Not that I've managed to do it yet, you understand.

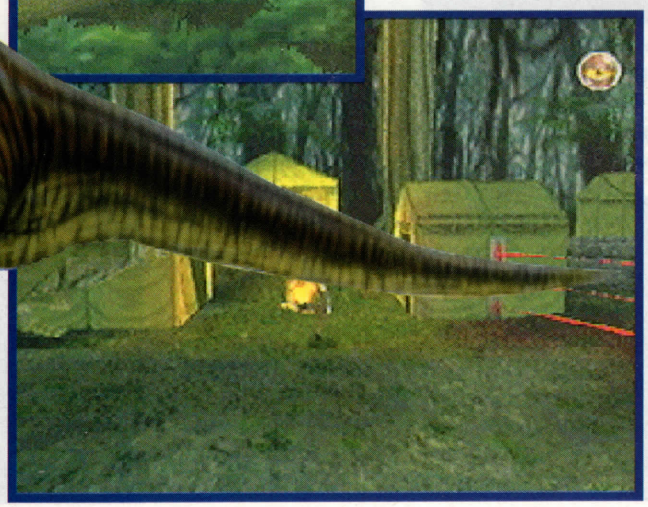
Most useful of all though are extra lives: believe me, you'll need every one you can get. Continues are unlimited but each time you use one it means restarting the current character's section, which could mean going back five levels or more.



Jurassic lark

Gameplay is essentially that of a scrolling platformer, with control limited to left and right. Panoramic camera views give a feeling of depth, which is largely cosmetic, though there are hidden paths to discover. Most levels can be completed by simply going from left to right but this way you'll most likely miss hidden power-ups and priceless lives. It's always worth trying anything that looks like a gap





Doyathinkhesaurus

James Says...

Upon viewing the grand spectacle of the T-Rex for the first time on the big screen in the original Jurassic Park, you began to question if dinosaurs were truly extinct. Thankfully the visual impact of the movies has made the transition to the game, with the dinos providing much of *Lost World*'s appeal. Yet it would appear that EA have taken the conversion a little too literally, as *Lost World* the game mirrors the flick all too closely. It's all flashy visuals and special effects, but dig beneath the surface and there is little to recommend it. Gameplay itself is far too shallow and extremely frustrating, harking back to the kind of outdated platform romps we'd rather have forgotten. As my Grandmother used to say, what's the point of a good plate with no food on it?

Prehistoric power-ups

DNA
Both species: Collect DNA strands from every level for a dino slideshow

Extra life
Both species: It hardly needs spelling out, now does it?

T-Rex tooth
Dinos only: Gives 100% instinct for that extra prehistoric kick

Raptor claw
Dinos only: Adds 25% to your all important dinosaur instinct

Flares
Human only: Erm... not entirely sure what purpose they serve yet. Sorry!

Rockets
Human only: Make sure you don't get too close as they hurt you too!

Mines
You can't pick them out but they're hidden in certain crates. Avoid

Machine gun
Human only: Limited rapid fire for your weapon – a handy power-up

Medikit
Human only: Restores health of course. What are you, stoopid?

– in a hollow log for example – as everything collected helps later on.

It's always worth exploring anyway because the *Lost World* is in fact a very attractive place. The scenery is a true visual feast and every dinosaur is faithfully recreated, appearing quite indistinguishable from its big screen counterpart. Well... nearly. There is a certain amount of graphical glitching on show, with clipping problems being most prominent as larger creatures move behind scenery. However smaller ones do occasionally half disappear into supposedly solid rock. You'd have thought such an elementary problem would have been ironed out and this really does detract from what is an otherwise most gorgeous looking game.

Evolution – small ones run fast or get chewed

Purple people eater

If the graphics are a flawed diamond, the sound is a perfect gem. A real full orchestra accompanies the whole adventure, with music especially scored for the game. This rises and falls depending on the situation, which just adds to the epic cinematic atmosphere.

All this makes for a right old mixed bag of game. There's so much to admire yet at the same time an awful lot of

Judging by the size of that foot, I'd say leg it...

moans. At the risk of sounding cliched and boring, it's a case of love it or hate it, I'm afraid.

Before you start whining, I'm not sitting on the fence. Personally I still enjoyed it, despite its flaws. However there are a few members of the office who grimace at the very mention of its name. If you're into the film that will certainly make a difference to your perception of the game. Taken at face value it's a frustrating and over-hard platformer which derives much of its challenge from some dodgy collision detection on narrow platforms and a chronic shortage of restart points. As a tie-in however it manages to capture the feel of the films, which will definitely appeal to those who enjoyed them in the cinema.

Chaos in the park

If you want a stern challenge that'll keep you going for a good few weeks this could well be the game for you – provided your frustration threshold is high enough. JP fans will love the way the various prehistoric creatures – around 25 in all – are brought to life. There are also some great sequences, such as on compy level four where you have to dodge between the thundering footsteps of a herd of wandering brachiosaurs, or tossing pesky humans in the air as T-Rex and catching them in your mighty jaws. On the other hand, those looking for a quick fix should look elsewhere.

Quite a nice parallel can be drawn between the game and the film. Gloss and non-stop action make up for a number of inconsistencies and a lack of substance. Our advice? Take a look before parting with the cash. MILES

[GAME OVER]

Name:	The Lost World
Publisher:	Electronic Arts
Developer:	DreamWorks
Players:	One
Price:	£44.99
Released:	September
Game type:	Platform

[GRAPHICS]
Generally superb but some annoying clipping problems
89

[SOUND]
One of the best original soundtracks you'll hear
94

[PLAYABILITY]
Patience is vital in order to get anything out of it
77

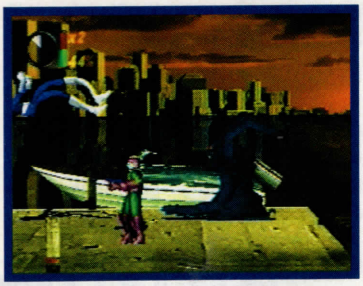
[OVERALL]
81

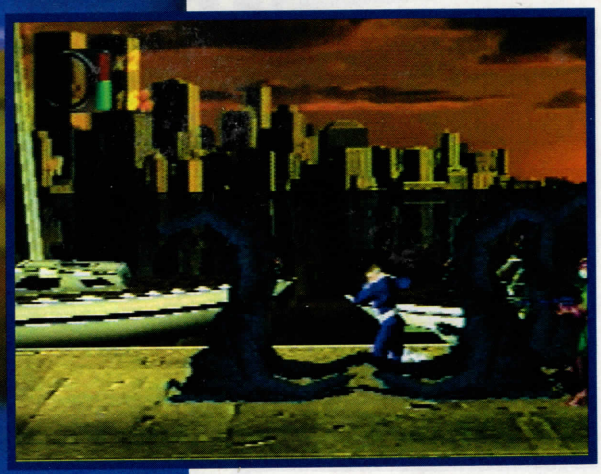
Fantast

The four guys responsible for changing the face of pop music forever — let's all give a big hand for... John, Paul, George and Ringo! The Fab Four!... D'oh!

The Fantastic Four emerged from the mind of Marvel Comics founder, Stan Lee; creator of many of the leading Marvel characters, including Spiderman and the Hulk. Making their first appearance in the mid 1950's, the quartet went on to achieve great success, their adventures spanning the decades since across countless comic books and graphic novels. The comic exploits followed the four heroes of the title: Mr Fantastic, The Thing, Invisible Woman and the Human Torch and their various adventures. Under the assumption that four heroes would be better than one, mainstream success was almost certain, but the main flaw

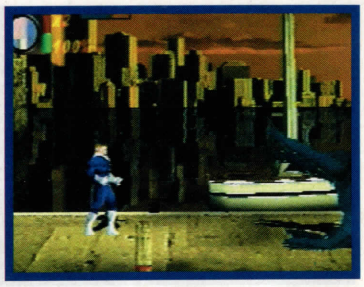
Mr Fantastic? What sort of a name is that?! I bet he has trouble ordering pizzas...it's not like his wife's much help either, she's invisible...





Miles Says...

First impressions of *Fantastic Four* are very promising but there isn't an awful lot behind the snazzy graphics to keep you coming back for long. The 3D backdrops move and pan smoothly with a nice load of detail, and special mention goes to the superb funky '70s soundtrack. Gameplay however is of the decidedly limited scrolly-beat-'em-up-with-too-few-moves variety. Fans of the characters might get more out of it and it's a sight better than most Marvel licenses to date. However as a game in its own right its too shallow and uninvolving.



tic Four

of the Fantastic Four was that the leads lacked that certain charm that surrounded Spidey and the Hulk. With the amount of character depth and insight somewhat lacking, going some way to explain their relative anonymity amongst the non-comic book reading world. With a number of Marvel's finest creations developing and changing with the trends of their readers, often becoming darker in content and addressing current issues, the Fantastic Four remained pure square-jawed old fashioned comic heroes, languishing in their cult niche and not achieving the wide scale success they deserved.

When we received news that the Four were PlayStation bound, we were highly dubious of the outcome. Adding further to our already low expectations was the genre to which the game fell – a sideways scrolling beat-'em-up! Surely a case of cruel irony, the comic characters that time had left behind cast into a genre that time forgot – or wished it could forget!

From the initial outset, Acclaim's translation of the Fantastic Four had the all the ingredients for a textbook recipe for disaster. However, much to our surprise, the end result – whilst being far from a classic – is a nevertheless enjoyable time waster.

Oi, Gale don't waste my time!

The game follows its comic roots carefully, with the storyline stepping from the page to the screen. The Fantastic Four's arch nemesis – the dean of destruction, Dr Doom – has come up with his most dastardly plot yet, a scheme that will not only rid him of his foes but also gain him the vast power he craves. Obviously not having learnt his lesson having been thwarted regularly by the foursome each issue since the 50's, Doom has constructed a time machine, but is missing the vital components to finish his master plan and destroy the Four. So in a particularly fiendish plot twist, Doom has unwittingly enlisted the help of our heroes to find the rare components through time, with the heroes only being able to return to their own time with this item, thus placing it in Doom's evil grasp. And he doesn't have to lift a

Very Proud of Ya, Tough Guy

For those readers not familiar with the origins of the characters, they are as follows:

Mr Fantastic

Mr Fantastic, the leader of the team is the alter ego of Reed Richards, an inventor whose many patents fund the group. As the result of an experiment upon himself he can transform his body into any shape desired.

The Thing

The Thing, or Ben Grimm to his friends, is a massive monster apparently made of house bricks, his horrific appearance is again the results of another ill-conceived experiment.

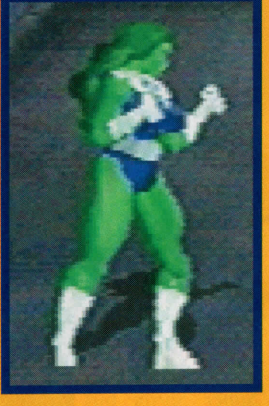
The Invisible Woman

The Invisible Woman, Sue Richards, is the wife of Reed, who can become invisible for a limited period of time. Her super powers were lavished upon her by her husband as a gift to mark their second wedding anniversary.

The Human Torch

The last true member of the team is the Human Torch, the fiery tempered brother of Sue Richards, transformed into a living fireball by an accident in outer space.

Jennifer Walters



With the addition of the part time member of team, Jennifer Walters, who after receiving a blood transfusion from her cousin, Bruce Banner, became the She Hulk, a powerful green monster fuelled by rage.

finger! Pretty clever for a bad guy, huh?

The only hope for the world is that the Fantastic Four can master this fatal string of events, placing the pieces of the puzzle together to then turn the tables on the Doc himself. This adventure isn't so cut and dried as the pages of the comic book, the success of the Four isn't guaranteed, as it's in your hands.

The player has the option of selecting their character from the five on offer, it would appear that the Hulk's cousin, She Hulk, is along for the ride as well. Each player differs from their counterparts on various levels; combat techniques, speed, strength and general abilities. These subtle differences become increasingly apparent after much play, and it is left to the player to decide which is more suitable for them. For example Mr Fantastic's movement and attacks are rapid and easy to perform, but are somewhat weak in terms of special moves, whereas The Thing is a literal power house, but sluggish.

Four muscular freaks deformed by so-called 'inventor' Reed Richards – sue his malpracticing ass!

That thing you do

The gameplay of the *Fantastic Four* is best likened to the *Double Dragonesque* school of gaming, allowing the player a limited amount of freedom to move in and out of the screen, for the most part the action scrolls from left to right. In a nod to Virgin's *Agent Armstrong*, the backgrounds are texture-mapped polygons along with other elements of the scenery adding depth and visual gloss. The visual appeal of the colourful backdrops, and the subtle use of light sourcing do go somewhere to replicating the almost garish quality of the comic, as does the excellent front end presentation. Yet the impressive graphical touches are somewhat tarnished by the disappointing 2D scaling character sprites, which make up both the central leads and many of the foes, with only the end of level bosses appearing in impressive polygon form. This shortfall in the eye candy department also has a minor effect on the gameplay itself, due to the flat nature of the characters upon the three dimensional backgrounds it becomes hard to interact with certain on-screen objects. For the most part this can be ignored, as exemplified when engaging the enemy, your foes will rush the player and enter the same plain, but when the player is called upon to pick up an item or something similar, the problems start. Unless a pixel perfect match is made, the player will simply walk through the object.

On a more positive note, the level design does include a number of routes and short cuts through each, allowing the player the option of baring their teeth and battling through your foes or simply running away at the first sight of trouble. Another annoying but clever

Loading Please Wait!

The plague of the PlayStation, the endless waiting, the sheer hell of the loading time. Is there a greater ill of society? *Fantastic Four* does seem to take an awfully long time to load but we aren't at all bothered. Why? We hear you cry, well Acclaim have included amongst the code, a little racing game to help pass the time between the loading of the next levels.

Try to imagine *Super Sprite* but with weapons. Yep that about sums it up, worryingly we found ourselves playing the loading screen more than the game itself, hmmmm!

Jethro Says...

I agree with most of what Miles said except for the music. 70s music was cool – this ain't. The game itself looks good, with plenty to keep your eyes occupied; nice backdrops and interesting sprites a-plenty, however this is about as far as it goes – you soon find yourself doing the same thing over and over again which really cuts down on the game's lifespan. I think maybe younger players will enjoy this, but more advanced game players would tire out pretty soon. Here again we had massive potential with this licence, but as is often the case it wasn't achieved.

***Fantastic Four* is best enjoyed with friends, a fine cabernet sauvignon and artichoke and tahini paté. Don't forget the cabbalist purple demon sacrifice!**

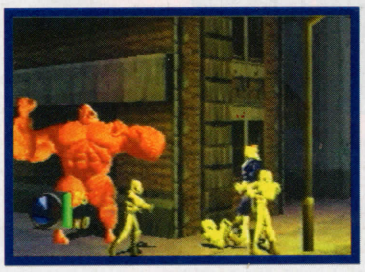
feature is the intelligence of the in-game nasties. In some games in this genre your foes will only attack a single individual, with the other on-screen characters adopting a very sporting attitude, simply standing back waiting for their turn.

No, please, after you old boy

The baddies in the game attack as a unit, coming at the player from all sides, whilst increasing the game's atmosphere, it does also play a part in making combat near impossible when taking on a number of baddies at a given time. General atmosphere is also distracted by the bizarre choice of the musical score, with the designers opting for an excellent, but entirely out of place, jazz type sound!

The *Fantastic Four* can be played via a number of different routes. Normal mode, following the players progress through the game's five levels, or the training mode, which is best likened to a beat-'em-up with the player taking on another player in a one-on-one situation. With by far the most welcome option being the multiplayer mode. With the use of a multitap, four players can engage Dr Doom and his many minions. The option has been well conceived, with the amount of foes changing accordingly to suit the number of players, calling upon teamwork and strategy to succeed, which is lacking in the frankly dull single player game. The multiplayer mode inspires comparisons with such retro multiplayer classics as Atari's *Gauntlet*, with the player having to share power ups and plan the best routes through each level. The multiplayer mode can be played in co-operation with the other players, or each character can work on their own, battling against the other members of the team.

Fantastic Four succeeds as a multiplayer game, but is lacking variety and is greatly hampered by its almost excessive difficulty in the single player mode. A game to be best experienced with some friends, but as for the lonesome player, not a great deal to keep you coming back for more once Dr Doom has been finally vanquished and the last drops of nostalgia have been milked! JAMES



[GAME OVER]

Name:	Fantastic Four
Publisher:	Acclaim
Developer:	Probe
Players:	Four
Price:	£39.99
Released:	September
Game type:	Scrolling beat-'em-up

[GRAPHICS] 86
Impressive backgrounds, but poor character sprites

[SOUND] 90
Ill-fitting but excellent jazz sound

[PLAYABILITY] 73
Great fun in multiplayer mode, poor in one player

[OVERALL] 75

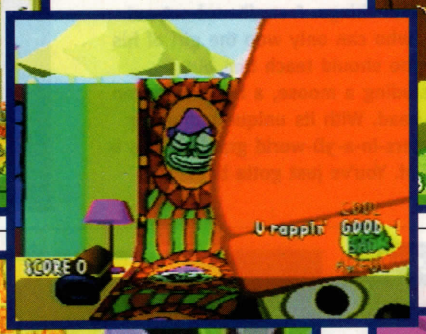
PaRappa The Rapp

Yo! Wozz up, Home Boys? Chilling on the street, jacking beats and popping caps into butts. Feel free to add any further rap cliches right here...

Originality. This single word can rarely be heard gently echoing down the long dark corridors of the world's software libraries, lost amongst the all too familiar phrases: 3D beat-'em-up, 3D platformer – and that most dreaded of titles – the evil, sneering racing sim. Spoken in nothing but a mere whisper, originality is feared, striking dread into the hearts of even the most hardened of developers. The reason behind this is pretty simple: the days of bedroom

A freestyle rap battle against a spider MC. Weird? Wait till you see the rest...

Keepin' it real at Prince FleaSwallow's beach stall



He sings Chop! Block! but this onion will never be soup

...er

increase in real competition, developers must hedge their bets safely when it comes to the next release, and the best way to do this – well, in theory – is to update a long standing and popular genre. This explains the wealth of fighting games and racers stocking the shelves of your local software emporium. For a company to dive head first into a completely new and fresh concept is, at best, a gamble, and sadly for the most part a chance that they aren't willing to take.

Just as our expectations for the release of a piece of software that even resembled a new concept were fading, we received *PaRappa the Rapper* – the latest from Sony of Japan. Nothing could have prepared us for what we had the pleasure of acquiring, the contents of this single black disc were almost beyond definition!

Err, umm, well

From the instant *PaRappa* fills the screen the PlayStation is immersed in his garish, colour cartoon world, with the bizarre graphics capturing our attention, not to mention the quizzical glances of any passers by. The plot follows the almost

programmers have passed, with today's software spending months and months in pre-production, undergoing various design and programming adjustments before the initial coding begins. This then uses the talents of artists, musicians and a whole team of programmers, each designing elements of the game, which when complete are incorporated into the final version. With games spending a number of months in production, the process is a long and expensive one.

The software industry is more affluent now than it has ever been, with sales of games and hardware making more funds than any other entertainment industry. So with the

Strange Days

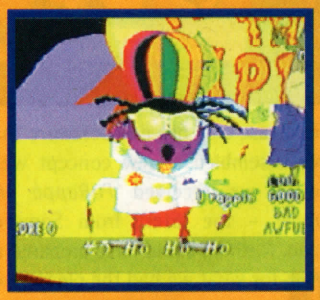
***PaRappa*'s weird and wonderful existence is detailed in the bizarre intro and cut scenes. After viewing them we suggest you lie down in a dark room and let the surreal Japanese images drain from your mind!**

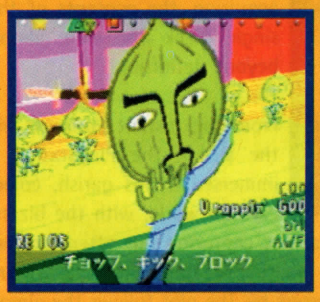
Miles Says. . .

Get ready to rap cool in one of the most original and addictive games ever in the history of peculiar things. A cardboard cut-out dog in a colourful cartoon world, who can only woo the girl of his dreams by learning to rap. And who should teach him but a motley array of funkmeisters; including a moose, a frog, a chicken and a bloke with an onion for a head. With its unique gameplay and even more unique 2D-characters-in-a-3D-world graphics this is one everyone should get a taste of. You've just gotta believe!

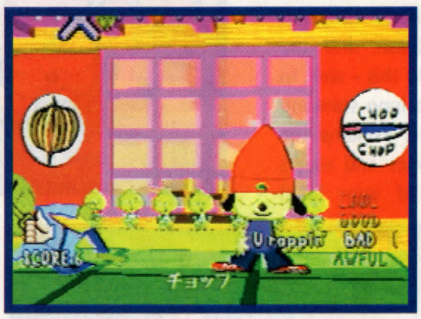
Teach me, Master!

To learn the tools of the rapping trade, simply pay close attention to these bizarre lads and lasses. They certainly make a change from the usual gun-toting gangsta rap clan.





U rappin' awful 2D doggy guy! You gotta believe or lovely Sunny will run off with some wafer-thin macho guy



The very cutest game character we have ever seen – I want the T-shirt!

surreal adventures of *PaRappa*, a strange and very Japanese comic book styled dog in his quest to win the affections of the girl of his dreams, Sunny Flower – who, in some kind of weird and amazing coincidence – is actually a sunflower! With visuals that, pretty amazingly, are non-toothgrindingly cute and a cool plot line, *PaRappa* sounds like the quintessential example of a perfect platform adventure. Well thankfully it isn't, with the designers choosing to walk a very different path than that of the well worn *Mario* avenue, so the hero of the piece doesn't have to endure the expected tired platform fodder. Instead *PaRappa* decides, naturally, that the quickest way to a woman's, well actually a pot plant's, affections is to learn to rap!

Yet *PaRappa*'s entry into the world of rap stardom is a little different than the one we know. Instead of singing of the dubious pleasures that life has to offer – such as smoking, drinking, shooting people and getting familiar with some attractive young ladies with extra large bottoms – his rapping is based around everyday activities!

PaRappa will learn da tricks to becoming a super def dope rapping dude by just going about his daily routine, as everyone in his world has a rapping lesson to teach him – including his Kung Fu teacher, driving instructor and of course, not forgetting, a TV chef!

The surreal structure and plot of the game may at first seem somewhat overwhelming, yet under the surface gloss comparisons and basic look of the characters, the player will notice the very subtle humour that invokes comparisons with cliched American

Crazy moose – she worries about steering, when the bonnet's flown off!

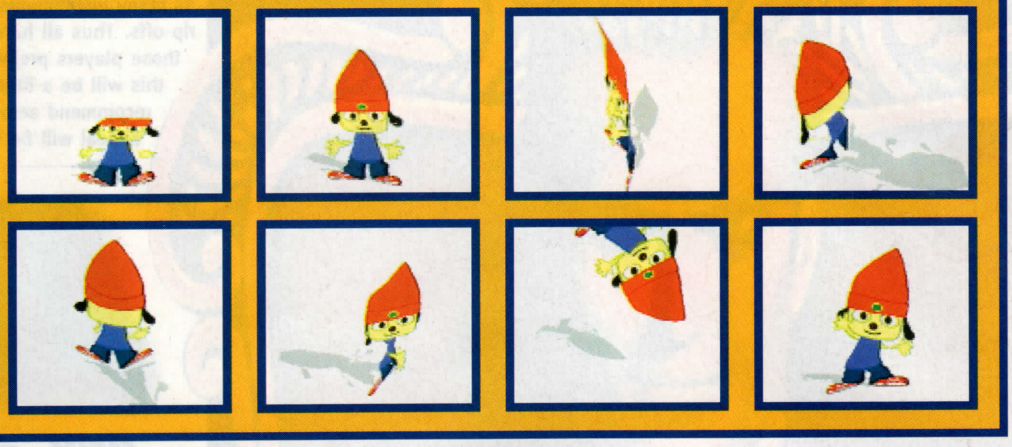
movie teenagers. Imagine Beverley Hills 90210 with various animals and shrubs!

Honey, I'm home

Gameplay is quite unique for that of a console game, harking way back to the electronic light game, Simon Says, where you must follow a pattern of commands to achieve success. The best way to describe *PaRappa*, without causing mass confusion, is to simply detail an average level of the game itself. The player finds themselves in a certain themed environment alongside

You Are So One Dimensional

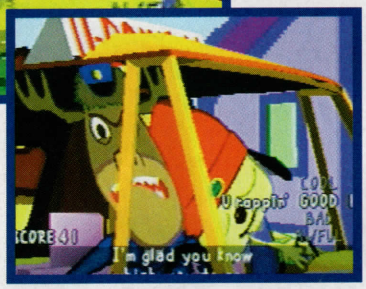
In an attempt to illustrate the rather odd 2D paper-thin characters in the game, we have taken a series of shots of *PaRappa* going through his dance floor paces. Very odd, but intriguing all the same.



another character. The music begins and the characters start to bop along, at which point the rapping begins. A series of button combinations are displayed at the top of the screen, corresponding with the words of the rap. Once a line has been spoken, the player must mimic the rapper by pressing the same button combinations in time with the soundtrack. Initially the corresponding button combinations are deceptively simple and easy to achieve, but as the player starts to become more familiar with the button set-up the rap quickens and becomes more complex.

During each level young *PaRappa*'s performance will be graded and if you should fail to make the grade, you'll have to start afresh! When the player's rapping skills take a turn for the worse with some wack rhymes, it affects certain aspects of the backgrounds and the mannerisms of the teachers themselves. For example, perform badly in the Dojo and the Onion Master will lie down on the ground and dish out commands – an excellent little touch which not only adds variety but also gives the in-game characters more personality than you'd expect.

Driven by the linking cut scenes, *PaRappa* will learn his rapping skills from a tall onion-headed karate master in his very own onion-oriented dojo, a mad female moose driving instructor in a weird car, a Rastafarian frog at a flea market and a famous TV cook who happens to be a chicken, each of which favours a different and distinct style of rap. All of *PaRappa*'s friends and foes drip with cartoony charm, again serving as a nod of recognition to the game's designers.



Visually stunning stuff

Whilst being very original, albeit a little limited in its structure, the graphics and the excellent music are also in a class of their own. *PaRappa*'s characters are 2D cut outs that fold and bend like paper, who are set against colourful 3D backdrops and viewed via changing camera views. These static screenshots don't do the graphics justice, as they are unlike anything we have seen before.

The music is very catchy, clear and at times highly amusing and should have all players subconsciously bouncing around in the seat during play – yet this is to be expected when you consider that Sony's own music label had a hand in each of the track's production.

Whilst being a thoroughly enjoyable slice of bizarre Japanese nonsense, questions have to be asked about *PaRappa*'s lifespan, as the game itself has only the minimal amount of interaction during its six levels – four levels of learning, a rapping battle for the use of a gas station's loo and the final showdown with a huge dreadlocked spider in a night club. The whole game can be played through in under 30 minutes, with practice, which will alarm most prospective buyers.

In an attempt to combat this, Sony have allowed the player to ad lib during some of the rapping sessions, adding their own twist to the set rap, which is again a nice addition but is hardly likely to appeal to the mass PlayStation audience.

PaRappa the Rapper has all the qualities of a cult figure, and surely this will be the niche he carves in the PlayStation market. The typically obscure Japanese humour will be a little baffling to some players, which may again limit its appeal. It's a game to be enjoyed when the player has a spare half an hour on their hands, then returned to the shelf, until the next time the feeling takes them.

The verdict on this release will lie with the player's preferences – it's inspired equal amounts of positive and very negative comments in our office. We fall into the positive bracket – for us *PaRappa*'s novelty factor outweighs its flaws. But be warned – don't expect to suffer any late nights. James

[GAME OVER]

Name:	PaRappa The Rapper
Publisher:	Sony
Developer:	Sony Music
Players:	One
Price:	£29.99
Released:	October
Game type:	Rap Sim!!

[GRAPHICS]
Fantastic graphics, totally unique **93**

[SOUND]
Some of the catchiest tunes ever to grace a console **95**

[PLAYABILITY]
Very limited, little more than button combinations **68**

[OVERALL]
78

James Says...

Ah, *Street Fighter 2*, how I've missed you! All those pleasant feelings of nostalgia washing over me. The *Fatal Fury* series, despite having acquired a strong and loyal cult following around its many installments, is really little more than a collection of *SF2* rip-offs. Thus all hardened beat-'em-up fans will love 'em but for those players preferring their pugilists to be polygon generated, this will be a little bit old hat. Not a game that is easy to recommend across the board. I kind of enjoyed it but its appeal will be limited to 2D fighting freaks only.

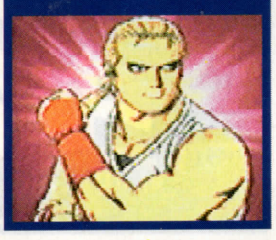
Real

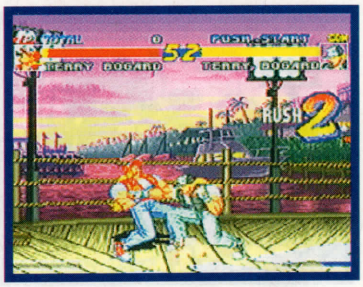
SNK, arguably the masters of the beat-'em-up genre, launch one of the most popular brands on PlayStation. Just be glad you didn't buy a Neo Geo or it would have cost you about 200 sheets!

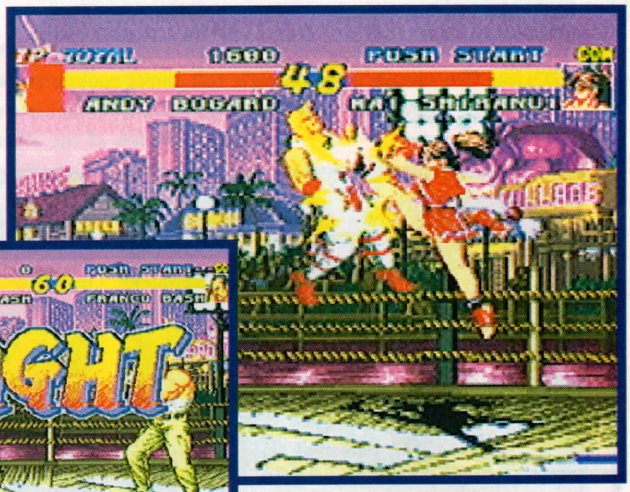
With weariness born of viewing a thousand old beat-'em-ups I put the *Real Bout* review disc into the PlayStation. I don't mean to sound negative, especially so early in the review, but it's a simple, undeniable fact that there are more beat-'em-ups out there than we need. If every single one brought its own unique element to the throng then fine, but they don't. Most are dull rehashes of other people's ideas and are largely ignored, save by the die-hard few for whom fighting games represent the zenith of being, and the challenge of pulling off the same old moves with a slightly different sprite is simply too much to resist.

For the rest of us, it makes more sense to pick off the cream and

Andy Bogard







'Scuse me, mister – I think you'll find the ground's down that-a-way...

Bout: Fatal Fury

leave the rest where they belong – gathering dust on some shelf while the shopkeeper curses the day he ordered 50 copies of '*Super Action Hero Fighter Plus*' in a fit of midsummer madness.

However, like the famous *King of Fighters* series (also from SNK) the *Fatal Fury* games have a legion of devout followers, so just what exactly is the big attraction?

Five alive

Final Bout is actually the fifth title in SNK's *Fatal Fury* series and started life on that most purist of games consoles the Neo Geo. SNK's beat-'em-ups are revered among fight aficionados, with not only the *Fatal Fury* titles but also the *King of Fighters* and *Samurai Showdown* series enjoying a massive cult following. However, the far more mainstream PlayStation is a different kettle of special moves.

On loading, the usual options are available with versus, practice, survival and of course, one player tournament to choose from. This one player game however works in a slightly different fashion to the norm. There are five stages in all but in each you're required to beat three fighters – except for the last one where you face the oddly named Goose Howard, the big boss type bloke.

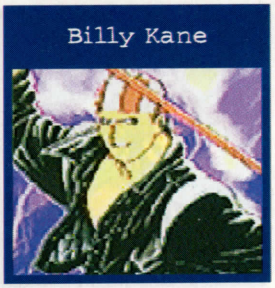
Family get-togethers – one way or another they always end in a big punch up and some sobbing

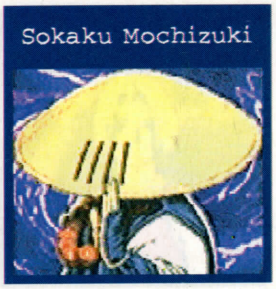
Street tough

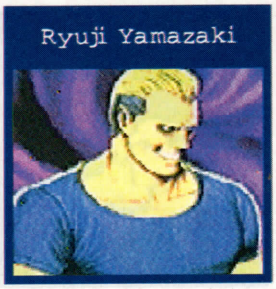
Many of the moves will be instantly familiar to veterans of *Street Fighter 2*, at least in terms of execution. The familiar pad rolls and 'hold back then forward or down then up' type fare. They do tend to behave in a quite different manner though, with contact points being more varied than usual. There also seem to be a hell of a lot more of them for each character.

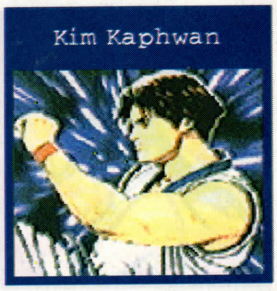
Hah! I sidestep your puny projectile, missus

The main and most obvious addition to the formula is the ability to move in and out, as well as normal left and right. It doesn't work in the same way as *Tekken*-style 3D fighting games but acts more as a defensive measure. Tapping the triangle button makes the character step back into the background, which is useful for avoiding big combos and fast projectiles. Another press can launch an attack back into the main plane of combat again, which makes for some highly useful counter-attacking type



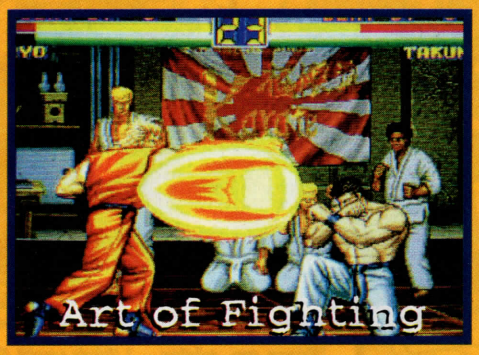






What do you say, SNK?

SNK's Neo Geo console is the ultimate cult games console and its fighting games are regarded by those in the know as the best there are. *Fatal Fury* is just one of its famous beat-'em-up sagas. Here are a few of the others...

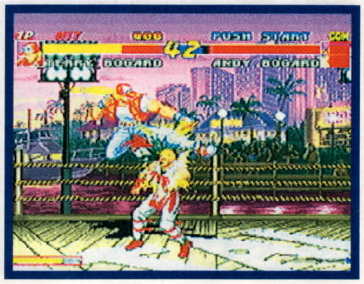


The big, and we mean BIG, selling point of this 'un is the colossal sprites. Yikes!

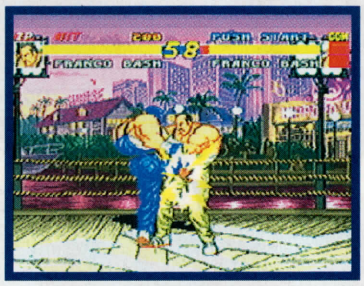
As you can probably gather, this is one-on-one fighting with an Oriental flavour.

Up to its third installment, these fighters travel through time to find the best fighter in history.

The best fighters from the other SNK beat-'em-ups, including *Fatal Fury*, battle for the ultimate title.



Referee! Disqualify him – the big brute just kacked me in the vulnerables!



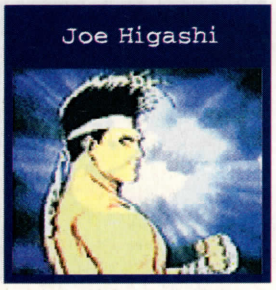
versus mode is where it's at with fighting games and it's always nice to paste your friends with moves they don't know how to execute. Chortle! And for totally rubbing it in, there are those lovable taunt moves, just for good measure.

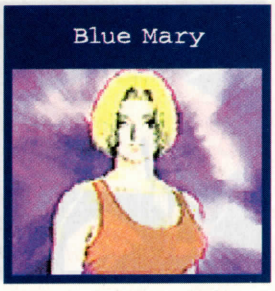
The whole look and feel of *Real Bout* is excellent. The graphics are crisp and very colourful, with plenty of animated bits and bobs going on in the background. There's also a healthy amount of blood on show, with every thudding hit accompanied by a highly satisfying spurt of the old red stuff. It's not so obvious as to be obtrusive but just enough to cajole the ringing shouts of 'Have some of moves. Mastering use of the front and back planes quite literally adds a new dimension to the overall strategy and plays a big part in the game.

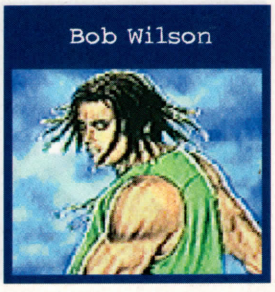
Another element not often seen in beat-'em-ups of the 2D persuasion is the inclusion of ring-outs. In *Real Bout* it's not simply a case of chucking your opponent off the edge of an unguarded cliff though. At the far left and right of each combat area (of which there are only a disappointing five in all, I might add) is a barrier which, with repeated slamming, will eventually crumble away, leaving you free to lob you adversary over the edge at will. Well, unless he does it to you first. D'oh!

Back and blue

There are also bonuses for reverse attacks. Knock an opponent out of an attack with a counter and hit damage is substantially increased. This takes some mastering but when you've got it sorted you'll be pretty formidable. After all,

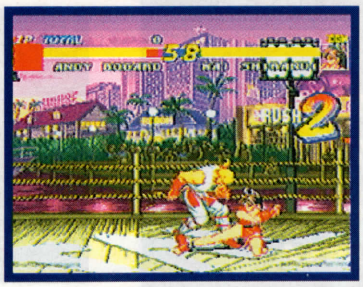


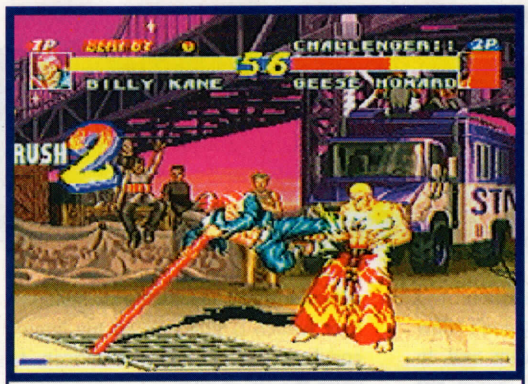




Justin Says...

Extra! Extra! Poor 16-bit *Streetfighter 2* clone arrives for the Sony Playstation! Read all about it! 'Cos if you don't, you might make the mistake of parting with cash for this complete abomination of a beat-'em-up. Miles has got quite into *Real Bout*, but as far as I can see, the only thing this game has going for it is its large number of moves. The graphics make me wish I had a Mega Drive, the sound effects are just as poor and at the end of the day I can't find anything in this game that makes it worth buying. Stick with *Tekken 2* or *Soul Blade*, and wait like the rest of us for *Tekken 3*.





Wise up kids, seventies retro fashion is neither big nor hard, as this stick action decisively illustrates

something for everyone, as they say.

It's a-bout time

Street Fighter 2 is the most obvious comparison (which is why I'm making it) and against the King of the 2D beat-'em-up genre *Real Bout* actually stands up very well.

Earlier I was going on about bringing new elements in to try and improve the action rather than simply rehashing old ones, and this *Real Bout* certainly does. It's got more moves, good, lengthy combos and that aforementioned ability to move in and out, which'll give fighting fans a much-needed new string to their bow – especially with the *Street Fighter* games now heading for yet another airing in the *Street Fighter 2 Collection* in the not-too-distant future.

It's got its share of annoying generic niggles too. For example the computer can instantaneously pull off moves which would take the player a couple of seconds to charge up. The advantage also lies with the computer in double ring-out situations, which is highly infuriating – the higher skill levels provide a stern enough challenge for the lone player without the game further stacking the odds against you!

Bought the T-shirt

The cries of 'Boring, seen it all before' are inevitable. In a genre so heavily populated by mainly sub-standard titles people are entitled to be sceptical when a new one appears but *Real Bout* is well worthy of some attention. Some will say, in this day of *Tekken 2* and *Soul Edge*, that the 2D fighter is dead but that's really a pretty short-sighted way of looking at it. What the introduction of the 3D games has actually done is merely sub-divided the genre.

Having said that however, the fact remains that this will remain something of a minority title. Everyone's got a copy of *Tekken* or *Tekken 2* and most will have *Mortal Kombat*, *Street Fighter Alpha* or even *Dark Stalkers* lurking in some darkened corner of their games cupboard. Yep, they've got their fave beat-'em-up and they're sticking to it! However if you fancy yourself as a bit of a mover and shaker in the beat-'em-up world, you could do a lot worse than grab yourself a copy of *Real Bout*. With 16 move-packed characters to play with, there's plenty to get to grips with and fans will appreciate the smooth, responsive controls. A worthy title in a difficult field. MILES

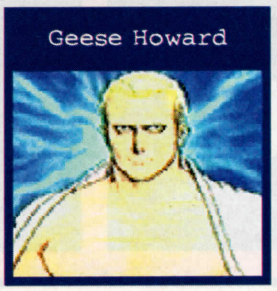
Name:	Fatal Fury: Real Bout
Publisher:	Sony
Developer:	SNK
Players:	1-2
Price:	£44.99
Released:	September
Game type:	Beat-'em-up

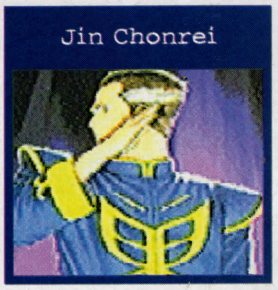
[GRAPHICS] Nice and colourful but really don't push the hardware — **76**

[SOUND] Excellent and varied. It's top of the pops! — **88**

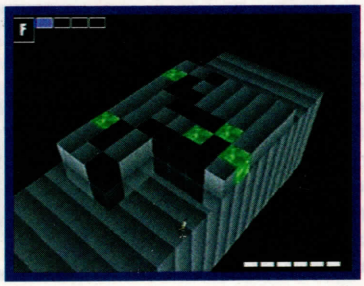
[PLAYABILITY] Fans of the genre will definitely lap it up — **82**

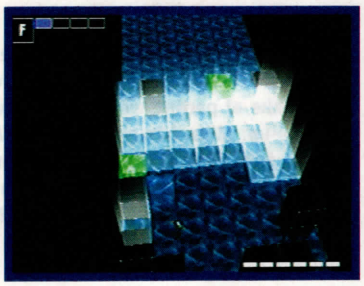
[OVERALL] **80**





3D Tetris? A Japanese fad? Sony gets all intellectual with a puzzle game to test your mind, patience and sanity. Kurushi is certainly original but is it any good?





Kuru

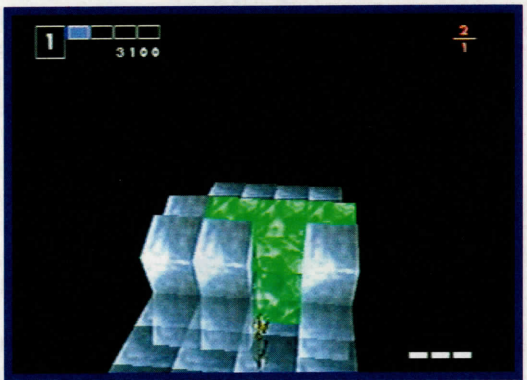
Kurushi then. You probably don't know what it means and, to be honest, you're not supposed to. Sony have given the game a mysterious title just to confuse you. *Kurushi* is a puzzle game you see.

PlayStation puzzle games seem to emanate solely from Japan. They also tend to be rather good and very addictive: just think of *Super Puzzle Fighter 2*, *Bust A Move* and countless others.

Kurushi is refreshing as it isn't just a straight *Tetris* clone with cute characters. Just think of the game as *Tetris* in 3D, then imagine looking down at the falling blocks and running around them with a little bloke who resembles a very thin Chris Evans.

Because all this may sound a bit confusing, a full walk through guide is provided, complete with a dodgy voice over (which is Japanese on my import copy). Expect a husky American to voice the UK version.

The basic premise of the game is that you destroy coloured blocks as a whole line of them rolls towards you, eventually shoving you off the platform you're on. Destroy so many blocks and you can progress to the next level, and do the same again – only this time there are more blocks and the

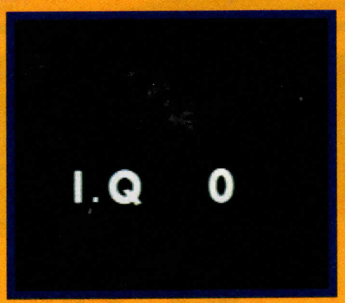


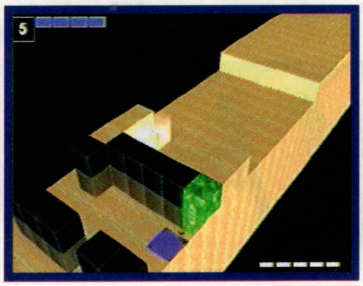
Heh! Heh! Just a few more steps and pesky little Eliot is dog meat... Go on, drop a block on his head

Mensa Calling

Kurushi in Japan is called *Intelligence Qube* and you'd be forgiven for thinking that, in the land of Mah Jong, *Kurushi* is some kind of mentally taxing title – being a puzzle game and all.

The only taxing thing about *Kurushi* is learning the controls. After that it's just a case of quick reactions. When your character dies you're given an IQ rating (Intelligence Qube not Intelligence Quota). Currently my IQ stands at 6. No joking please.

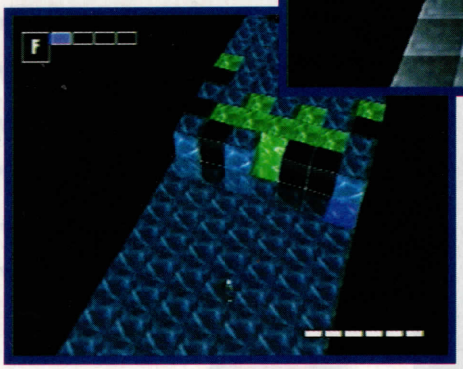




shi

Again? Again! What, are you some kind of cube freak!

What's got six equally sized sides and is loads o' fun?



save *Kurushi*. Oh no. As you can probably gather from the screen shots of the game, the levels aren't very varied and there is little point in pursuing the later levels, as no rewards or incentives are given – apart from a slight rise in your IQ level.

Where have all the programmers gone ?

Kurushi has a two player mode so, after playing in one player mode and coming away unimpressed, I assumed the game - like *Bust A Move* - is geared towards two players. It's not. Forget any chance of an engaging head to head – it's turn taking only. First watch player one and then try to beat his score. It plays as well as it sounds – pretty badly.

Kurushi wants to be playable. It has all the right signs: coming from Japan, being original and having simple graphics. Simple graphics usually mean more time has been spent on trying to actually make the game playable but in this case *Kurushi*'s programmers must have spent half their time on holiday.

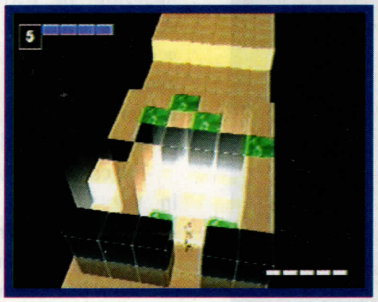
To be honest, *Kurushi* looks so basic I suspect it's been coded by a few lone programmers on Sony's very own DIY programming system, the Yarouze. It certainly plays like a second rate PC game and even though there is a fair share of dross on the PlayStation, we rarely ever see such a half-finished game as *Kurushi*.

Puzzle games are by their nature simple but most have hidden depths or have an inexplicable addictive quality to keep you coming back. Some keep you occupied for hours, leaving any social life in tatters and any pets hungry or dead! The only reason you'll sit in front of your PlayStation while *Kurushi*'s in it though is if you've fallen asleep through sheer boredom.

Temper, Temper!

There's a fine line between a puzzle game being addictive or frustrating. Frustration could be *Kurushi*'s main selling point – imagine playing *Tetris* but not being able to see the bottom of the screen where your blocks pile up. Now imagine that to destroy those blocks you had a character (as in *Kurushi*) that did this task but often hid himself behind falling blocks. That's Eliot and he is you. You will eventually celebrate the death of Eliot, whether it be from a long fall or a nasty blow on the head from a block.

Kurushi is average and very irritating. You've really got no excuse to buy it, especially when you consider *Bust A Move* costs just £20 and *Super Puzzle Fighter 2* is available at around the same price. **Boris**



speed of the blocks is increased. Sound familiar at all?

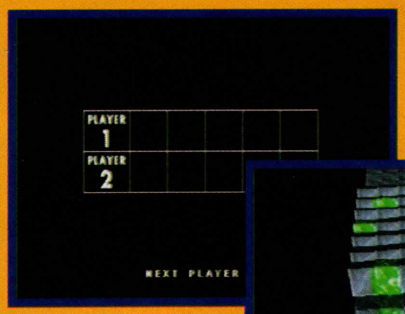
Blockbusters

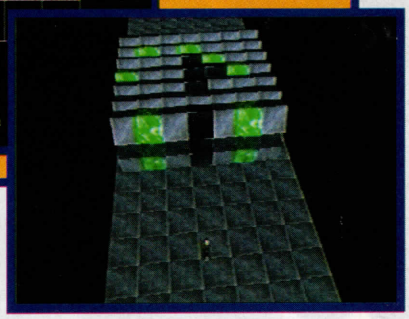
When Sony publish games which were made in Japan, it's safe to say that they will be good. *Rage Racer*, *Tekken 2* and *Tobal No. 1* are all good examples and *Final Fantasy VII* and *Time Crisis* should sell hugely at Christmas.

Kurushi has sold well in Japan but... Here in the West, the average PlayStation owner wants games with 3D graphics and fantastic light effects. *Kurushi* has neither but that's not to say that games can't succeed if they have simple graphics: *Tetris* is a case in a point. Sony of Japan must be congratulated on releasing such an original title (if *3D Tetris* is truly original) but even originality can't

The "two player" mode

Puzzle games can be often be rubbish in single player mode and superb in two player mode, with you up against a mate. *Kurushi* has a two player mode but it's not simultaneous. You and a mate take it in turns to beat each other's score, which is less than thrilling and no different to the single player game.





[GAME OVER]

10

Name:	Kurushi
Publisher:	SCEE
Developer:	SCE Japan
Players:	1-2
Price:	£34.99
Released:	September
Game type:	Puzzle

[GRAPHICS]

Poor 3D and little variation. Dull — **61**

[SOUND]

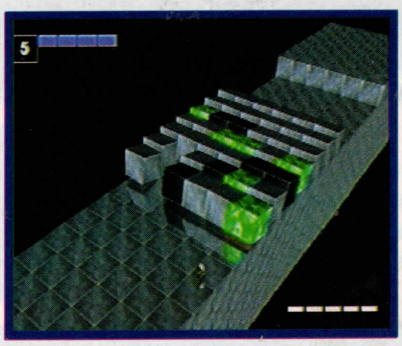
Surprisingly mellow and, by god, it needs to be ! — **85**

[PLAYABILITY]

Played better, played worse — **48**

[OVERALL]

57

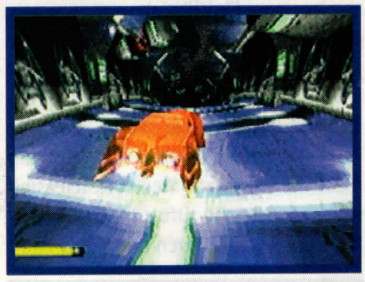


Hard

Oh yes, after all those years of hoping it finally arrived. Crazy double fisted gun fights, John Woo inspired gameplay — man it just doesn't get better than this. Eh, what the. . . hang on a blinking minute!

Due to be released amongst such high exposure licences as EA's *The Lost World* and Acclaim's *Batman*, EA's *Hard Boiled* is a rather unlikely inclusion to their summer release schedule. The game is based around the very obscure Dark Horse comic book, and sadly not the superb Hong Kong action movie from the master of the genre, John Woo's Hard Boiled. Boo hiss!

The comic, and thus the game, is set in the futuristic cityscape of Los Angeles, with the linking plot following the exploits of Nixon, a government tax collector. But Nixon hides a dark secret

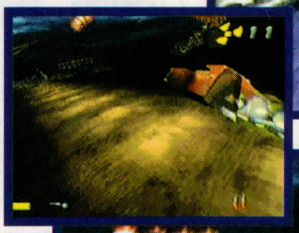


Blade Runner 2?

With the world starved of a Blade Runner sequel, *Hard Boiled*'s impressive rendered sequences – which were obviously inspired by Ridley Scott's classic – go some way to providing a pleasant stop-gap.

Boiled

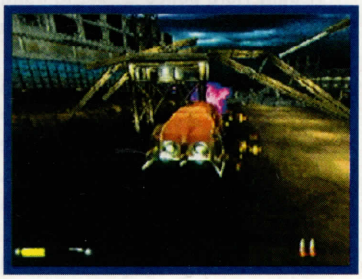
Is this the bit where the Triad guy leaps out and...



Darn it, there goes the neighbourhood

whilst remaining in the employ of the governing body, his official duties are far removed from those of chasing up unpaid taxes... Nixon is in reality a deadly android killer, employed by a quintessential megalomaniac, the obese unofficial dictator of the whole city, Willeford.

Willeford uses his army of androids to remove any socially undesirable elements from his domain, yet in all actuality these contract assassins serve purely to remove any form of threat to his rule. In true Blade Runner tradition Nixon is blissfully unaware of his true occupation – at the end of each day of mindless slaying, his short term memory is erased and false tax collecting aspects are implanted whilst his memory is reformatted. Therefore he happily returns to his wife and his two children, to continue his implanted domestic existence. Until now...

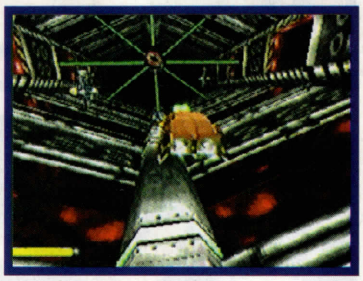


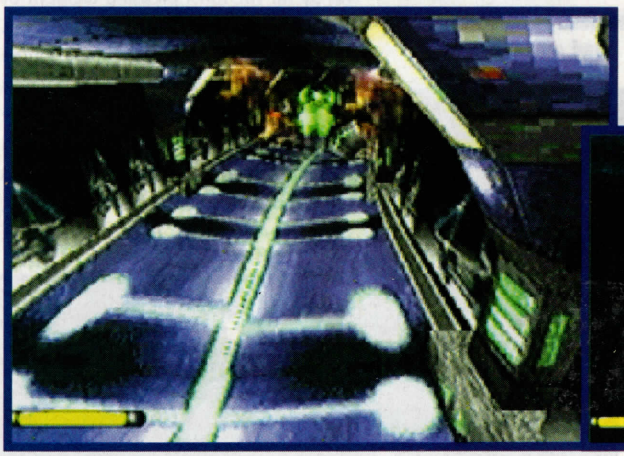
Chow where are you?

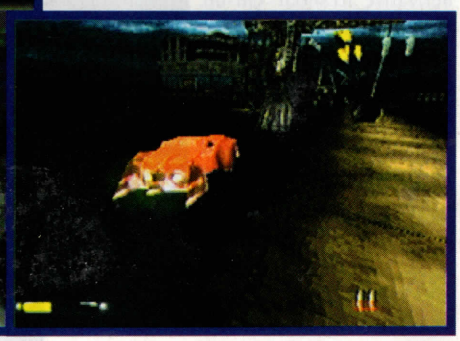
One particular day when Nixon reaches home his usual correcting memory implant fails, and the thought-to-be-erased images of the slaughter of the innocent return to haunt his subconscious. Deeply disturbed he seeks to resolve all of his wrong doings, first going off somewhere to cleanse his android soul. Thus Nixon returns to Willeford's to seek retribution, vowing to put an end to his former boss' reign.

Nixon ponders the sad fate of an unwilling killer... No more free paper-clips from the stationary cupboard

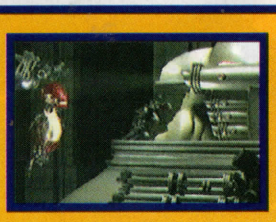
Working toward his new goal, Nixon meets up with another killer android, Barbara, that has escaped the control of Willeford. They form an allegiance, seeking to inflict a virus in the Neuro Tower, the central computer with which Willeford controls all. To create such a powerful virus to neutralise the system they need the expertise of one Newton Melrose, an engineer who helped to create the Neuro Tower. This task is made more troublesome by the fact that Newton is currently imprisoned on the Santa Cataline maximum security facility. Free him from the facility, infiltrate the computer system and avoid destruction at the hands of Willeford's army – not just a walk in the park, even for a hardened android killer. Thus the game begins.





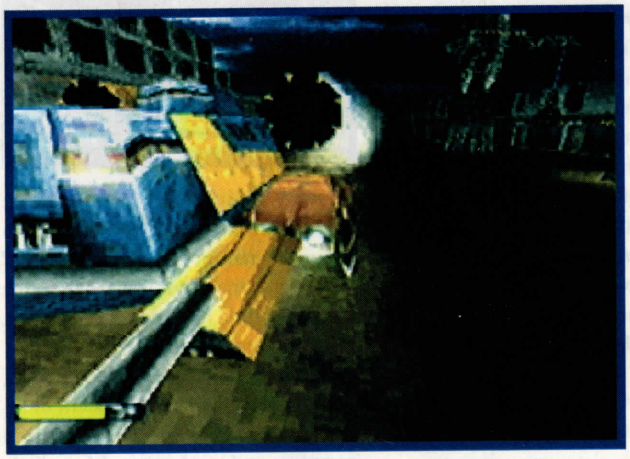


The player adopts the role of Nixon, taking him through each element of his and Barbara's quest. Given such a complex and endearing (if a little unoriginal) plot, enhanced by some excellent linking cut scenes, it came to us as a big surprise – not to mention a



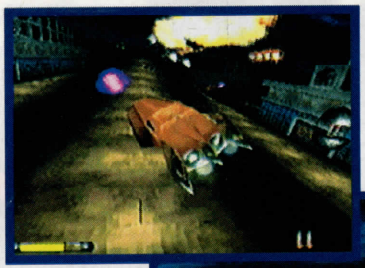
The Game it Should Have Been!

With our hopes of seeing the first tie-in of the Woo-meister's series of classic action movies being dashed on the jagged rocks of reality, we thought it was only fitting to include some shots of the over-the-top flick, Hard Boiled. Come on software houses, this would make a stunning game – buy the rights someone, please!



Honestly officer, I only had one speed-up

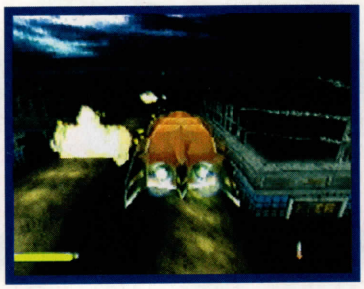
crushing disappointment – that Cryo's interpretation of *Hard Boiled* actually takes shape as a highly derivative 3D shoot-'em-up. With such scope for a killer classic, *Resident Evil*-esque adventure, *Hard Boiled* will comes as a disappointment to both fans of its comic book origins and the 3D blasting genre.



Hoping for a Better Tomorrow?

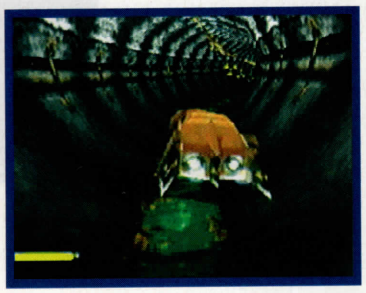
The player takes control of Nixon's heavily armoured and equally tooled up flying Ford Eastward – which will be instantly familiar with those readers daft enough to have parted with the cash to see the awful Fifth Element. The action takes place over five different locations, which include Downtown LA, and finishes off at the Neuro Tower itself. Each course contains a host of foes, power ups and the usual third person shooting fodder, albeit with the inclusion of a number of multiple routes through each level.

Cryo have also introduced some elements from the racing genre, including turbo boosts and air brakes, yet by far the most pleasing element of *Hard Boiled* is the size of the play areas. Unlike most games that have fallen into this bastardised mini genre such as *Tempest X* and *Nanotek Warrior*, the gamer is not limited to a single screen to negotiate. *Hard Boiled* allows players full freedom to move across the screen, scrolling from all eight directions.



Whilst being an interesting concept, this increase in the size of the course unfortunately does little to increase the lifespan and variety of the title.

Hard Boiled is best described as a very unsteady mixture of some very good ideas and some real stinkers. Sadly the well thought out twists, such as the increased play area and the multiple routes, are soured by the complete lack of variety in the gameplay. Each level, whilst changing cosmetically, doesn't stray from the path established by the former, which is a breeding ground for both boredom and ultimately, frustration.

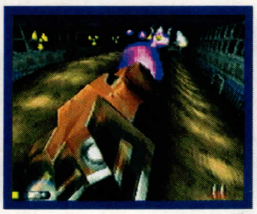


Nixon makes a Hard Target

The only saving graces that Cryo have incorporated into the level design are the absolutely massive end of level nasties between the second and third levels, and the inevitable final showdown with Willeford himself. These encounters with all things nasty are very well designed and the huge metallic creations that the player will face do create a feeling of menace, due to the fact that they literally dwarf your craft.

Visually *Hard Boiled* is hard to fault, with the 3D graphics engine providing a smooth update with minimal pop up. The attention to detail lavished upon the backgrounds and other craft is also stunning. Match this with the realistic light sourcing and explosive effects, and you'll realise that the engine is wasted upon the game.

It's a shame, because the visual presentation really is first rate, with the graphics complimented by some very attractive high-res front screens and a most impressive (but clichéd) rendered intro sequence and cut scenes. Much work has also gone into the level design, with each containing a number of interactive sections, such as a stray laser bolt sending parts of the machinery and



He's a mover and a shaker and a tax-collection faker

buildings crashing down directly in your path.

These are all welcome touches which add to the atmosphere and the overall difficulty of play. But, and frankly this is a massive but, the game is difficult enough as it is. Having to contend with Willeford's minions, their equally awesome fire power and falling structures, whilst trying to gain the much needed power ups can become a little overwhelming. Could it be that the near impossible difficulty setting is a cover up for the small (five in total) amount of levels? Surely a cop out on Cryo's part, we think!

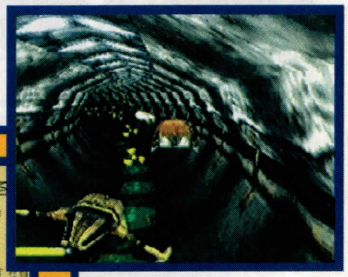
Do Heroes Shed No Tears?

One minor flaw which rapidly becomes tooth grindingly annoying is that whilst most of the power ups are more than welcome – increasing weapon power and restoring energy – the speed ups are a waste of time, and more of a hazard than a help. You find yourself in the heat of battle, out manned and out gunned, you see a speed burst ahead... Ah! Salvation awaits... or so you would think. The fact of the matter is, once you have entered the icon your speed increases, hurtling you away from your foes but bang on into a brick wall or another baddie. You drop to the ground screaming, followed by your energy bar!

Hard Boiled is frankly a missed opportunity, which wastes an excellent plot line and blows a truly stunning game engine by choosing to use outdated and tired gameplay. What could have been quite excellent as a sub-game – jetting around between locations before engaging in some more inventive *RE* style pursuits – doesn't warrant a whole game to itself.

An amalgamation of this and EA's *Overblood* would have been a classic, but as it stands *Hard Boiled* is a very average shooter with a handful of nice touches, but just not enough! James

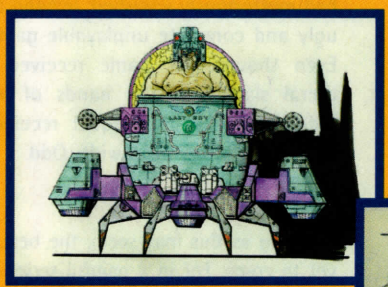
Hi honey, I'm home! No, just the usual kid killing

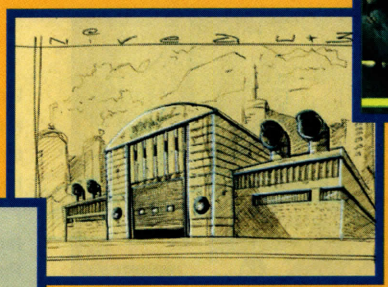


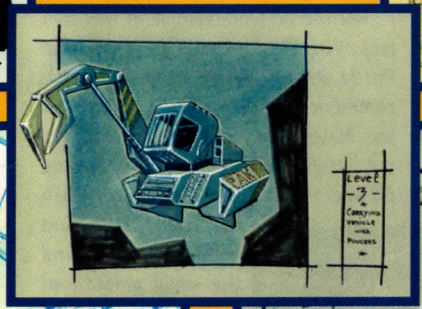
Descent into the spiral of tax evasion

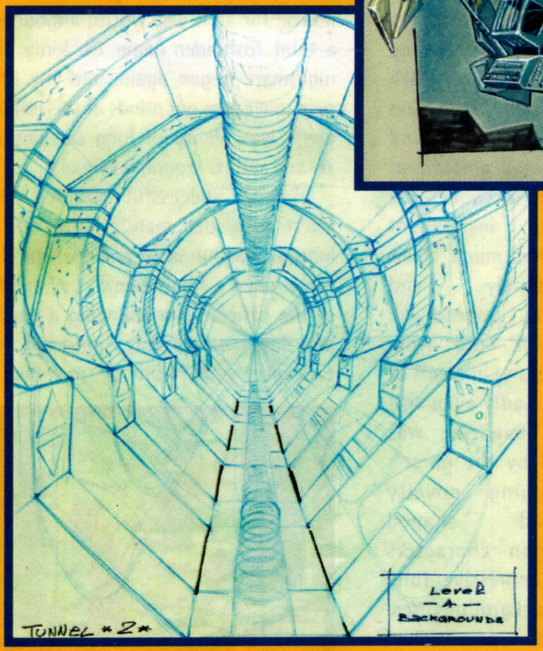
Blimey, what a monster!

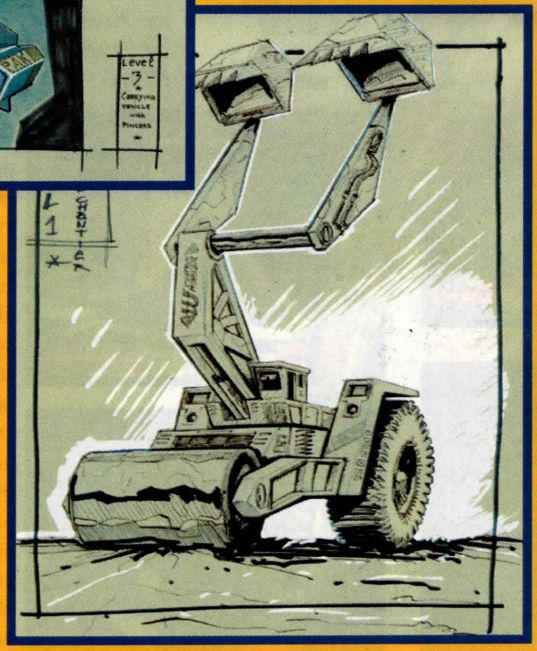
Hard Boiled doesn't limit the action to a single screen, with its actual play area spanning a whopping six screens worth of... sadly mediocre blasting action.











[GAME OVER]

Name:	Hard Boiled
Publisher:	EA
Developer:	Cryo Interactive
Players:	£39.99
Price:	One
Released:	September
Game type:	Shoot-'em-up

[GRAPHICS] 90
Very impressive, but wasted on the thin gameplay

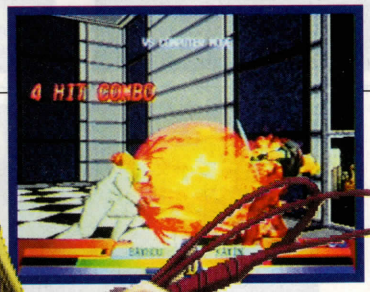
[SOUND] 82
Pumping techno all round, man I'm rushing

[PLAYABILITY] 60
D'oh, this is way too hard for me, daddy

[OVERALL] 69

Battle Arena Toshin

Oh goody another fighting game! It's not like we've got too many already, is it?



You know John Toshack? No? Me neither...

In the perfect world a sequel – be it for a game, a book or a movie – should address the faults and shortfalls of the original and thus expand the title's amiable qualities to their full potential, with the outcome not only matching that of the original but excelling it. Yet alas, this is far from a perfect world and for the most part any product tagged with the sequel banner will be destined to fail.

For the perfect example of this cold fact of nature, look no further then the *Battle Arena Toshinden* series which commenced back at the very dawn of the PlayStation, making its debut as the PlayStation's first, and therefore premier, 3D beat-'em-up. With absolutely no competition – and the small amount of launch software - the initial installment achieved much, albeit completely and utterly undeserved, acclaim both from critics and in terms of sales. Sadly even this very magazine was lured by the game's intriguing novelty gourad shaped polygon characters and impressive fully 3D backgrounds. Yes, don't ask, but somehow they temporarily blinded us to its limited combat mechanics and the almost complete lack of anything remotely resembling entertainment value.

Considering the impressive consumer recognition and hoping the (total fluke) popularity of the original would be repeated, Takara went ahead with a sequel. Having promised to deliver an ultimate update, did they make good with this weighty promise? Did they arse. *Battle Arena Toshinden 2* – or '*More old Tosh*' for short – was a complete disaster. Not only did the gameplay remain painfully thin, but the visual appeal had mysteriously vanished, leaving an ugly and complete unplayable game. Even though the game received a literal slaying at the hands of we industry hacks, the sequel received favourable sales, worldwide. Odd.

Crazy, crazy for buying this game

Amazing as this may seem, the best is yet to come. For in a painful series of events, Takara (wishing to milk the license for all it was worth) announced a third *Toshinden* game. Oh lordy. The nightmare began again, and the only cure to cleanse our minds of this impure game was plenty of long sessions on *Tekken* and its stunning sequel.

Having successful avoided this latest *Toshinden* manifestation for as long as was humanly possible, the day came when a final review copy arrived at the office. After spending a couple of days completely ignoring its existence, one foolhardy member of

den 3

After selecting one of the game's 14 pugilists and the choice of play – from the traditional Time Attack, Practice, Survival and Tournament options – the fighting lark begins. The combat mechanics remain as limited and shallow as ever, with the quickest route to success being one of two options: good old fashioned random button trashing or the old *Street Fighter 2* favourite, bang at as many projectiles as you can. Still, this was to be expected, as such ill conceived, almost combo free fighting techniques are part of *Toshinden*'s history. Believe it or not, even the old 'shoulder button for special moves trick' returns – lame does little to describe this awful touch.

But what was this? Had Takara taken leave of their senses? It seems staff decided to give it a whirl. Silence fell around the building, all eyes turning to the monitor... you could feel the tension, whispers of, "How bad can this be?" filled the air. What we were confronted with was something that we'd never have expected at all: despite still being pretty poor, the game was not the pile of arse we anticipated.

The initial signs pointed to another shoddy affair, as the game commenced with some very dodgy FMV, again making the massive mistake of incorporating elements of live action with polygon generated characters – the end result looks nothing short of stupid. When this nonsense is finished the player is confronted with yet more FMV, this time thankfully all in polygon form. In a nod to *Tekken 2* this start sequence is made up of little snippets of the character's backgrounds. Yet unlike Namco's mini movie, *BAT 3*'s seems to go on forever, out staying its welcome and inducing yawns for all but the most caffeine-fuelled of onlookers. With our hopes running on empty, the gameplay itself was a pleasant, but not too nice, surprise.

Come on then, son

Ouch! Ouch! Stop it! Leave us alone, ya buggaz, packitin!

[GAME OVER]

Name:	Battle Arena Toshinden 3
Publisher:	Sony
Developer:	Takara
Players:	£34,99
Price:	Two
Released:	September
Game type:	Beat-'em-up

[GRAPHICS]
Pretty ropy but there are a couple of nice touches **69**

[SOUND]
Dire, nothing positive to say in this area **30**

[PLAYABILITY]
Getting better, very slowly **49**

[OVERALL]
55

that the programmers have tried to inject some new ideas... surely not! *BAT 3*'s innovation is to place the player and their opponent in a walled (and in some cases interactive) environment, much like in Sega's *Last Bronx* arcade game, which allows the player to throw opponents against walls and ceilings, thus increasing combos and inflicting more damage.

Sadly this new addition does little to redeem *Tosh*'s third outing, as the finished product is hampered by the same foul graphics and limited combat techniques. Still, this release – no matter how sick this may sound – shows a little promise, which makes the concept of a fourth outing just a little

Essential blokes and birds

What is the most important element of a beat-'em-up? Graphics? Nope. Fighting engine? Nope. Do you give up? The most important element of a beat-'em-up is its selection of characters, as without them the game would be dead boring. Empty backgrounds and some rendered stuff, now that would be dead dull.

Complete A-Z

From this issue onward, Total PlayStation will strive to bring you an up to date and fully comprehensive guide to every PlayStation release so far...

Hang On a Minute!

Even though the vast majority of the following games have already graced the pages of our fine publication, each game has been re-rated, with some of the original grades dropping – and vice versa. The reason behind this? The continuing advance in the standard of PlayStation software means some older games lose much of their initial gloss as newer, better titles come out.

And your starter for 100!

Brief rundown on the TP review scores:

95-100	**Beyond Compare**
90-95	**Essential**
80-90	**Excellent**
70-80	**Good Show**
60-70	**Above Average**
50-60	**Bit Iffy**
40-50	**Poor**
30-40	**Avoid**
0-30	**Run Away, Now**

You wot?

To make things a little easier for you, we have highlighted certain games which we consider to be essential purchases, scoring well in all areas. However, amongst the many releases featured there are a number of games which should be avoided at all costs – we've pointed these out as well!

Digest our words of wisdom and all will be revealed. (Warning: magazine not to be taken internally!)

Red = essential purchase
brown = bunch of arse

A.

Title: *Actua Golf*
Publisher: Gremlin
One of the PSX's premier golfing sims but falls to the wayside compared to its excellent sequel.
Overall: 80

Title: *Actua Golf 2*
Publisher: Gremlin
The best golf game to grace your beloved grey box – or any other system. Excellent, and features totally daft commentary!
Overall: 90

Title: *Actua Soccer*
Publisher: Gremlin
Once the king of the PSX footie games, it's now slipped a couple of places, but is still a fine kick about.
Overall: 82

Title: *Actua Soccer Club Edition*
Publisher: Gremlin
Update of the original code, featuring up to date teams and players but little else new. A bit of a con.
Overall: 68

Title: *Adidas Power Soccer*
Publisher: Psygnosis
Footie game adopting a more arcadey approach with added special moves. Oh dear!
Overall: 60

Title: *Adidas Power Soccer International '97*
Publisher: Psygnosis
Same game, new teams and a handful of gameplay adjustments. Pretty poor.
Overall: 49

Title: *Agent Armstrong*
Publisher: Virgin
Interesting hybrid, containing elements from the platform and shooting genres – mindless fun.
Overall: 80

Title: *Air Combat*
Publisher: Namco
Dull arcade conversion of an equally boring arcade flight sim.
Overall: 57

Title: *Alien Trilogy*
Publisher: Acclaim
Super-duper first person shooter which more then does the excellent license justice.
Overall: 84

Title: *Alone In The Dark*
Publisher: Infogrammes
Conversion of an ancient PC 3D adventure, which time has not been kind to.
Overall: 66

Title: *Area 51*
Publisher: GT Interactive
PSX version of Atari light gun blasting coin up. Limited, with far too little to keep the player coming back.
Overall: 69

Title: *Assault Rigs*
Publisher: Psygnosis
Colour *Battle Tank* spin off mirroring the movie Tron, but spoilt by samey gameplay.
Overall: 68

Title: *Aquanaut's Holiday*
Publisher: Sony
Unique and brave attempt at breaking new ground in the shape of sub-aquatic adventure, but remains unfulfilled.
Overall: 54

B.

Title: *Battle Arena Toshinden*
Publisher: Sony
Graphically pleasing but ultimately fairly shallow 3D beat-'em-up, followed by...
Overall: 58

Title: *Battle Arena Toshinden 2*
Publisher: Sony
Poor follow up that fails to address any of its predecessor's flaws.
Overall: 47

Title: *Battle Stations*
Publisher: EA
Fighting game using warships. Not as interesting as it sounds.
Overall: 56

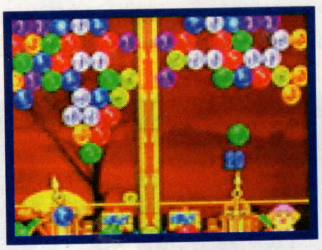
Title: *BLAM! Machine Head*
Publisher: Core
Interesting 3D shooter, with some colourful and very bizarre visuals. Not bad.
Overall: 72

Title: *Blast Chamber*
Publisher: Activision
Multiplayer mix of platforms, puzzles and great big explosions – excellent with some friends.
Overall: 78

Title: *Blazing Dragons*
Publisher: BMG
Point and click adventure, lacking in the polish and wit of its main genre rivals.
Overall: 64

Title: *Broken Sword*
Publisher: Sony
Engrossing point click affair but its leisurely pace may be off-putting to action fans.
Overall: 73

Title: *Bubble Bobble*
Publisher: Acclaim
Teaming of two classic platform adventures – for retro gamers only.
Overall: 62



Title: *Bust a Move 2*
Publisher: Acclaim
Addictive and deceptively simple puzzler – best experienced with a friend.
Overall: 89

C.

Title: *City of the Lost Children*
Publisher: Psygnosis
Instantly recognisable adaptation of the cult French movie with lush graphics. Hampered by its poor control method.
Overall: 80

Title: *Command and Conquer*
Publisher: Virgin
PC strategy romp, relocated surprisingly well to the PSX.
Overall: 89

Title: *Contra: Legacy Of War*
Publisher: Konami
3D top down shoot-'em-up, not without a certain bit of nostalgic charm, kind of!
Overall: 57

Title: *Cool Borders*
Publisher: Sony
Limited racer, jumping on the current snow boarding craze.
Overall: 73

Title: *Crash Bandicoot*
Publisher: Sony
Lavish platformer that mixes fully 3D and 2D side scrolling action. Charming.
Overall: 85

Title: *Criticom*
Publisher: Virgin
Weapon-based 3D combat romp, nothing new but not bad.
Overall: 65

Title: *Crow 2: City of Angels*
Publisher: Acclaim
Great looking but shallow scrolling fighting game. Our advice: hire the movie instead.
Overall: 50

Title: *Crypt Killer*
Publisher: Konami
Crap light gun game. Arse of the highest order
Overall: 10

Title: *Cyber Sled*
Publisher: Namco
Dull 3D tank game, with an awful two player mode which just doesn't help matters at all.
Overall: 38

Essential Purchases

You must own at least one copy of the following games – if not hang your head in shame then run to the shops!

Tomb Raider
Resident Evil
Tekken 2
Wipeout 2097
Bust a Move 2
PaRappa The Rapper
Rage Racer

D.

Title: *D*
Publisher: Acclaim
Graphically appealing interactive movie, with no interaction – oops!
Overall: 32

Title: *Dark Forces*
Publisher: Virgin
Poor conversion of the already very dated PC game. Waste of the Star Wars license.
Overall: 71

Title: *Darklight Conflict*
Publisher: EA
Elite inspired spacey shoot-'em-up, great graphics but nothing to grab the attention.
Overall: 71

Title: *Descent*
Publisher: Interplay
3D shooter with full freedom of movement, confusing at first but very rewarding with practice.
Overall: 76

Title: *Descent 2*
Publisher: Interplay
More of the same, but that's all.
Overall: 52

Title: *Destruction Derby*
Publisher: Psygnosis
Great graphics, original concept but poorly realised wrecking racer.
Overall: 68

Title: *Destruction Derby 2*
Publisher: Psygnosis
Enhanced sequel with finely tuned gameplay and fantastic graphics to boot.
Overall: 87

Title: *Die Hard Trilogy*
Publisher: EA
Overrated collection of shooting, light guns and racing, ruined by shoddy graphics and overall presentation.
Overall: 71

Title: *Disruptor*
Publisher: Interplay
Highly successful *Doom* clone with a stunning graphics engine.
Overall: 82

Title: *Doom*
Publisher: GT Interactive
The original and still the best first person blaster: atmospheric, addictive and bloody – a classic
Overall: 90

E.

Title: *ESPN Extreme Sports*
Publisher: Sony
Pseudo *Road Rash* racer, using Pepsi Max drinkers' fave modes of transport. Ugly!
Overall: 45

Title: *Excalibur 2555AD*
Publisher: Telstar
Average 3D adventure that tries and fails to capture *Tomb Raider*'s elusive magic.
Overall: 57

Title: *Exhumed*
Publisher: BMG
Excellent first person adventure that raises itself above the *Doom* clone mantle.
Overall: 87

F.

Title: *Fade To Black*
Publisher: EA
3D adventure following the hero of the seminal *Flashback* – getting a little long in the tooth now.
Overall: 76

Title: *FIFA 96*
Publisher: EA
Dire football sim, sluggish and surprisingly poor in the visual department too.
Overall: 37

Title: *FIFA 97*
Publisher: EA
Massive improvement over the original but still not highly recommended due to its very shallow gameplay.
Overall: 52

Title: *Final Doom*
Publisher: GT Interactive
More of the same expected carnage but this time things are a lot tougher.
Overall: 82

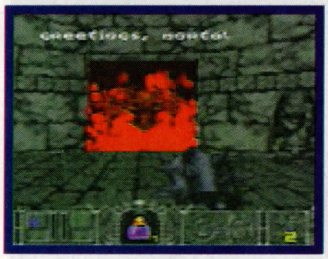
Title: *F1*
Publisher: Psygnosis
A little over-rated but remains a solid reproduction of the fast paced sport.
Overall: 87

G.

Title: *Gex*
Publisher: BMG
Uninteresting 2D platformer that's both lacking in variety and outdated.
Overall: 51

H.

Title: *Hexen*
Publisher: GT Interactive
Appalling conversion of the classic PC *Doom* sequel – a missed opportunity.
Overall: 23



Title: *Hardcore 4x4*
Publisher: Gremlin
Enjoyable but underdeveloped off roading racer that's a little too bouncy for most.
Overall: 69

I.

Title: *Incredible Hulk*
Publisher: Eidos
Jerky, flat and very unrewarding adventure featuring the boring exploits of the big green fella.
Overall: 34

Title: *ID4*
Publisher: EA
Boring, and repetitive flying sim – much along the lines of *Air Combat* but worse.
Overall: 45

Title: *ISS Pro*
Publisher: Konami
The best PSX footie game ever! Magically captures that elusive footie feel, a classic.
Overall: 93

For the lazy readers amongst you, we have compiled our choice of the best software the PlayStation has to offer.

Beat-'em-up
1: *Tekken 2*
2: *Tekken*
3: *Soul Blade*
4: *Street Fighter Alpha 2*
5: *Tobal No.1*

Adventure
1: *Resident Evil*
2: *Tomb Raider*
3: *OverBlood*
4: *City of the Lost Children*
5: *Sentient*

Platformer
1: *Crash Bandicoot*
2: *Spider*
3: *Jumping Flash 2*
4: *Agent Armstrong*
5: *Bubble Bobble*

Racing
1: *Wipeout 2097*
2: *Rage Racer*
3: *Ridge Racer Revolution*
4: *Micro Machines V3*
5: *V-Rally*

1st Person Blaster
1: *Doom*
2: *Disruptor*
3: *LifeForce Tenka*
4: *Exhumed*
5: *Final Doom*

Puzzle
1: *PaRappa The Rapper*
2: *Bust a Move 2*
3: *Super Puzzle Fighter*
4: *Errr*
5: *I'll get my coat!*

Strategy
1: *Worms*
2: *Command and Conquer*
3: *Warcraft 2*
4: *Vandal Hearts*
5: *Transport Tycoon*

Role Playing
1: *Suikoden*
2: *Legacy Of Kain*
3: *Swagman*
4: *Discworld*
5: *Broken Sword*

Shoot-'em-up
1: *Ray Storm*
2: *Machine Hunter*
3: *Xevious 3D/G+*
4: *Contra*
5: *ReLoaded*

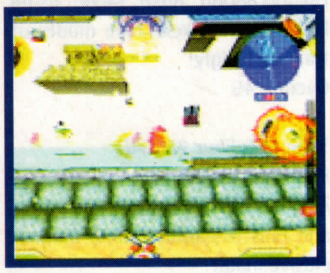
J.

Title: *Jet Rider*
Publisher: Sony
Get past the poor graphics to find an enjoyable, if a little flawed, racing romp.
Overall: 70

Title: *Jonah Lomu Rugby*
Publisher: Codemasters
PSX's first (and up to now only) rugger game is competent, if a tad boring overall.
Overall: 66

Title: *Jumping Flash*
Publisher: Sony
Fresh slant on the 3D platform genre. Excellent while it lasts, but it doesn't last long.
Overall: 81

Title: *Jumping Flash 2*
Publisher: Sony
Even better visuals and gameplay – but still far too easy.
Overall: 83



K.

Title: *KI Arena Fighters*
Publisher: T*HQ
It's a kick boxing sim. This is not a beat-'em-up, we repeat, not a beat-'em-up. Far too restricted.
Overall: 60

Title: *Killing Zone*
Publisher: Acclaim
Horrible horror movie inspired 3D beat-'em-up. Laughable.
Overall: 19

Title: *Krazy Ivan*
Publisher: Psygnosis
Excellent presentation and FMV, let down by shallow and samey gameplay. Shame!
Overall: 58

L.

Title: *Legacy of Kain*
Publisher: BMG
Vampire based RPG, somewhat limited by its old fashioned graphics but a definite change of pace for the genre.
Overall: 79

Title: *Little Big Adventure*
Publisher: EA
Charming transition of the PC hit, slow moving and sickeningly sweet but engrossing all the same.
Overall: 82

Title: *Loaded*
Publisher: Gremlin
Maze based shoot-'em-up, lack of variety and limited gameplay overshadow the great graphics.
Overall: 63

Title: *Lost Vikings 2*
Publisher: Interplay
Intriguing mixture of platformer and puzzle solving adventure – a pleasing combination.
Overall: 83

M.

Title: *Machine Hunter*
Publisher: Eidos
Instantly inspires comparisons with *Loaded*, but surely beats its main competition outright.
Overall: 80

Title: *Madden '97*
Publisher: EA
Yawn inducing NFL football sim, with little to distinguish it from any of its previous incarnations. Fans only.
Overall: 45

Title: *Magic Carpet*
Publisher: EA
Carpet riding 3D adventure, mixing flight sim and shoot-'em-up. Frankly a little odd.
Overall: 71

Title: *Mech Warrior 2*
Publisher: Activision
Large robots trudging around barren backgrounds. Not the most fun we've ever had.
Overall: 65

Title: *Micro Machines V3*
Publisher: Codemasters
Fast paced and totally madcap 3D multiplayer racer with stunning visuals and highly addictive gameplay.
Overall: 91

Title: *Monster Trucks*
Publisher: Psygnosis
Successful blend of off roading and track based racing, which allows players full freedom of movement for a new twist on the tired genre.
Overall: 92

Title: *Mortal Kombat Trilogy*
Publisher: GT Interactive
All the characters, backgrounds and moves from each segment of the 2D fighting series – good value for die-hards.
Overall: 84

Title: *Myst*
Publisher: Sony
Rendered static backgrounds with limited interaction. Slow moving but intriguing adventure.
Overall: 64

N.

Title: *Nanotek Warrior*
Publisher: Virgin
Very poor shoot-'em-up that's fun for oh, about five minutes.
Overall: 30

Title: *NBA Jam Extreme*
Publisher: Acclaim
3D update of the classic arcade basketball game.
Overall: 71

Title: *NBA Jam TE*
Publisher: Acclaim
Classic arcade basketball action transferred perfectly to the PlayStation – ideal for fans.
Overall: 67

Title: *Need For Speed*
Publisher: EA
Average racing game featuring top end sports cars, enlivened by its excellent two player mode.
Overall: 64

Title: *Need For Speed 2*
Publisher: EA
Awful sequel that only succeeds on two counts – being faster and worse than its predecessor.
Overall: 51

O.

Title: *Olympic Soccer*
Publisher: US Gold
Okay football sim which goes for a more accessible approach and thus limits itself.
Overall: 64

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Title: *Overblood*
Publisher: EA
***Resident Evil* inspired sci-fi adventure, a little slow moving but never less than engrossing.**
Overall: 80

P.

Title: *Pandemonium*
Publisher: BMG
Lovely graphics can't mask the fact that this is strictly a formulaic 2D platform romp, nothing more.
Overall: 74

Title: *Perfect Weapon*
Publisher: EA
Strange mixture of exploration and beat-'em-up, that's not wholly unsuccessful but nothing special.
Overall: 65

Title: *PGA Tour 97*
Publisher: EA
Limited golf sim involving nothing more than pressing a single button. Not fun.
Overall: 54

Title: *Player Manager*
Publisher: Anco
You don't play footie and you don't do much on the management side either. Great.
Overall: 49

Title: *Porsche Challenge*
Publisher: Sony
Lavish graphics a little wasted on the shallow gameplay – a few more tracks and this would have been a classic.
Overall: 85

Title: *Pro Pinball*
Publisher: Empire
It's a pinball sim!
Overall: 50

Title: *Project OverKill*
Publisher: Konami
Dull isometric viewed shooter with some puzzles thrown in. Poor.
Overall: 34

Title: *Psychic Force*
Publisher: Acclaim
Interesting concept which goes sadly unfulfilled in yet another 3D beat-'em-up.
Overall: 58

R.

Title: *Rage Racer*
Publisher: Namco
The conclusion of the *Ridge Racer* trilogy is one of the most playable and impressive racers for the PSX – a classic.
Overall: 93

Run away, Children!

Do not buy any of the following, as they are the pits of the PlayStation market. If you see any of these games, cross over the road and find a cool, dry place to hide!

Incredible Hulk
Need For Speed 2
Trash It
Crypt Killer
Killing Zone
Hexen
Rise 2

Title: *Rally Cross*
Publisher: Sony
Poor man's *V-Rally*, with shoddy graphics and a totally unnecessary arcade method of control, poor.
Overall: 57

Title: *Rayman*
Publisher: UbiSoft
16-Bit platform adventure on a 32-Bit machine, not the best recipe for success.
Overall: 29

Title: *Rebel Assault*
Publisher: Virgin
Appalling waste of a perfectly good license, and an insult to the Star Wars name.
Overall: 30

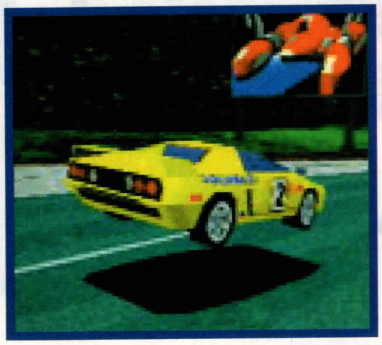
Title: *ReLoaded*
Publisher: Gremlin
Sequel to *Loaded*, that has apparently missed the point as it's almost exactly the same.
Overall: 68

Title: *Resident Evil*
Publisher: Virgin
Horrifying, gore soaked homage to the horror movie – a true PlayStation classic that's as yet unmatched in its genre
Overall: 92

Title: *Rise 2*
Publisher:Mirage
Dreadful 2D beat-'em-up that shouldn't have made it past the play testers.
Overall: 9

Title: *Ridge Racer*
Publisher: Namco
The game that single-handedly launched the PSX. Near perfect conversion of the Namco arcade racer, pure class.
Overall: 90

Title: *Ridge Racer Revolution*
Publisher: Namco
Faster semi-sequel to *Ridge*, new tracks and better graphics add up to yet another racing winner from Namco.
Overall: 91



Title: *Riot*
Publisher: Psygnosis
Futuristic sports game combining basketball and football styles.
Overall: 74

Title: *Robotron X*
Publisher: GTI
Update of what was allegedly Jesus' fave arcade machine that's limited but fun.
Overall: 70

Title: *Road Rash*
Publisher: EA
Terrible racing game with added motor cycle combat. Poor.
Overall: 31

S.

Title: *Sentient*
Publisher: Psygnosis
A novel idea – basing a first person game around exploration instead of combat – that's not entirely successful.
Overall: 81

Title: *Sim City 2000*
Publisher: Maxis
Overly complex but engrossing resource management game.
Overall: 63

Title: *Skeleton Warrior*
Publisher: Nightmare
Toss! Toss! Toss! Nothing but a 16-Bit platformer.
Overall: 10

Title: *Soul Blade*
Publisher: Namco
Truly lavish 3D weapon based combat, with stunning graphics and presentation but let down by poor combat mechanics.
Overall: 85

Title: *Soviet Strike*
Publisher: EA
Top chopper action in this 32-Bit continuation of the popular *Strike* series. Whizzo!
Overall: 81

Title: *Space Hulk*
Publisher: EA
3D blaster with added strategy. A little slow at times but very atmospheric throughout.
Overall: 78

Title: *Spider*
Publisher: BMG
Semi-3D platform, featuring a bio-engineered spider that's good old fashioned fun.
Overall: 82

Title: *Spot Goes To Hollywood*
Publisher: Virgin
Pretty poor isometric platformer featuring a soft drink logo of all things, why?
Overall: 41

Title: *Star Gladiator*
Publisher: Capcom
Great graphics, sluggish and limited gameplay – another standard 3D beat-'em-up.
Overall: 61

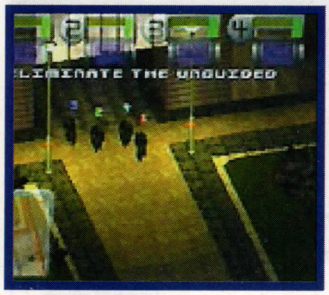
Title: *Street Fighter Alpha*
Publisher: Virgin
Unimpressive incarnation of the *SF2* series. Nothing special or ground-breaking.
Overall: 67

Title: *Street Fighter Alpha 2*
Publisher: Virgin
Far better than any of its predecessors, this welcome inclusion to the *SF2* series is actually very good
Overall: 88

Title: *Suikoden*
Publisher: Konami
Engrossing and surprisingly original RPG that guarantees hours of play.
Overall: 81

Title: *Super Puzzle Fighter 2 Turbo*
Publisher: Virgin
Addictive puzzle game revolving around *Tetris* and Kung Fu! Good in one player mode, brilliant with a friend.
Overall: 90

Title: *Swagman*
Publisher: Eidos
An old fashioned RPG inspired adventure, lifted by some nice graphical touches.
Overall: 76



Title: *Syndicate Wars*
Publisher: EA
Excellent cyberpunk mix of strategy and blasting – full of atmosphere and very addictive.
Overall: 89

T.

Title: *Tekken*
Publisher: Namco
Brilliant 3D beat-'em-up with instinctive combat mechanics and control system – essential.
Overall: 90

Title: *Tekken 2*
Publisher: Namco
Amazing sequel to the brilliant original, everything a fighting game should be.
Overall: 95

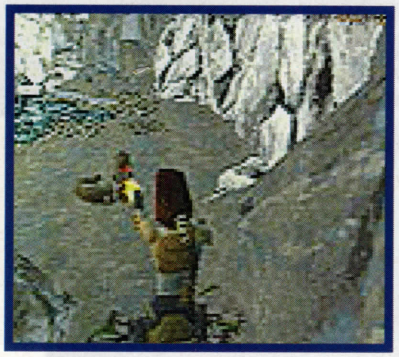
Title: *Tobal No. 1*
Publisher: Sony
Impressive beat-'em-up using hi-res visuals. Also includes an interesting – if undeveloped – quest mode.
Overall: 82

Title: *Vandal Hearts*
Publisher: Konami
Pleasing mix of RPG and hex based combat, all with the added bonus of great looking graphics.
Overall: 82

Title: *Virtual Pool*
Publisher: Interplay
It's pool alright. Nothing else to say, really.
Overall: 68

Title: *Tokyo Highway Battle*
Publisher: T*HQ
Nice twist on the *Ridge Racer* style racing game.
Overall: 80

Title: *Tomb Raider*
Publisher: Eidos
3D adventure, featuring full freedom of movement and a worryingly attractive lead, Miss Lara Croft
Overall: 91



Title: *Tunnel B1*
Publisher: Ocean
Great graphics and cool lighting effects can't mask the lack of variety of the gameplay.
Overall: 70

Title: *Twisted Metal*
Publisher: Sony
Not bad attempt to reproduce a Mad Max-esque mixture of crazy driving and blowing stuff up.
Overall: 69

Title: *Twisted Metal 2*
Publisher: Sony
Enjoyable sequel to an average original, with more variety and level interaction winning far more points – cool in two player.
Overall: 80

V.

Title: *V Tennis*
Publisher: Acclaim
Awful tennis sim which forgets that tennis is boring.
Overall: 20

W.

Title: *War Gods*
Publisher: GT Interactive
Sadly limited transition of *MK* style combat into the third dimension but not without appeal
Overall: 68

Title: *Warhawk*
Publisher: Sony
Pretty good arcade style chopper based shoot-'em-up.
Overall: 70

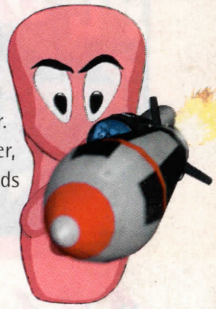
Title: *Wing Commander 3*
Publisher: EA
Interactive movie featuring very poor flight sim gameplay.
Overall: 50

Title: *Wing Commander 4*
Publisher: EA
Better gameplay, but still a case of nice FMV looking for some gameplay. Maybe next time...
Overall: 68

Title: *Wipeout*
Publisher: Psygnosis
Futuristic racer that's impressive throughout, particularly in its sound track.
Overall: 87

Title: *Wipeout 2097*
Publisher: Psygnosis
Update of *Wipeout* featuring all new tracks, enhanced visuals and an equally impressive and updated sound track.
Overall: 94

Title: *Worms*
Publisher: Ocean
Strategy game with a sense of humour. Poor in single player, excellent with friends
Overall: 82



X.

Title: *Xevious 3D/G+*
Publisher: Sony
3D re-invention of the classic blaster, not to all tastes due to its limited gameplay.
Overall: 68

Z.

Title: *Zero Divide*
Publisher: Ocean
Dire 3D fighter with a nice big robot and ace techno visuals but little else.
Overall: 33

Well, In Our Humble Opinion

James' Top Five
1: *Wipeout 2097*
2: *Resident Evil*
3: *Tekken 3*
4: *PaRappa The Rapper*
5: *Rage Racer*

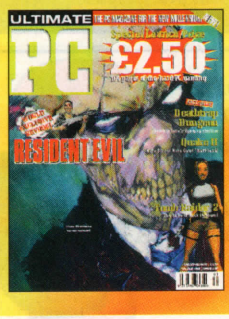
Wouldn't wipe his bottom with: ***Crypt Killer***

Richard's Top Five
1: *Tekken 2*
2: *Resident Evil*
3: *Rage Racer*
4: *Street Fighter Alpha*
5: *Tomb Raider*

Wouldn't wipe his bottom with: ***Need For Speed 2***

Miles' Top Five
1: *Tekken 2*
2: *Resident Evil*
3: *Ridge Racer Revolution*
4: *Actua Golf 2*
5: *Alien Trilogy*

Wouldn't wipe his bottom with: ***Crypt Killer***



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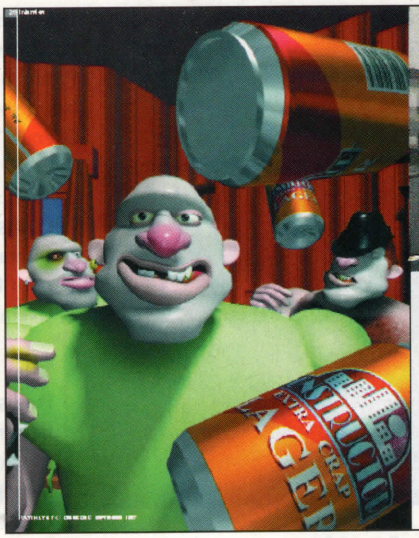

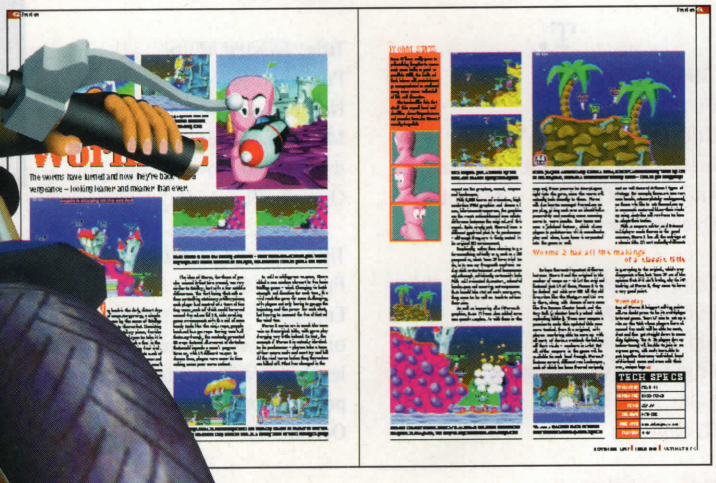

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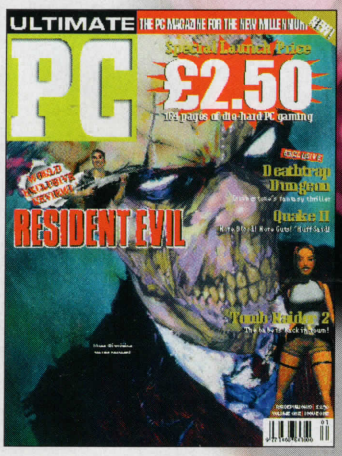

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T-Rex Stompingly Grrreat Electronic Arts Give Away!

The Lost World Games and Goodie Bags Up For Grabs

65 million years ago, when mankind as we know it was nothing more a faint glimmer on the horizon, dinosaurs ruled the Earth. As time passes things change, and the dino days came to a very erupt end thanks to the Ice Age. These days dinosaurs rule the box office, thanks to the massive worldwide success of both Jurassic Park and its sequel, The Lost World. Now it looks like EA are preparing to stomp their big green scaly feet over the PlayStation games market, with their impressive interpretation of The Lost World.

Hands up all of you who are looking to add this game to their collection? Well before you rush off and do so, you might want to try your luck with our exclusive Lost World give away. EA are offering ten copies of the game and ten goodie bags for the lucky winners!

If you're up for some top dino action, simply answer the following questions, complete the tie-breaker and pop it all in the post to the given address.

Good luck!

Which famous Japanese dinosaur is up for the big budget American treatment?

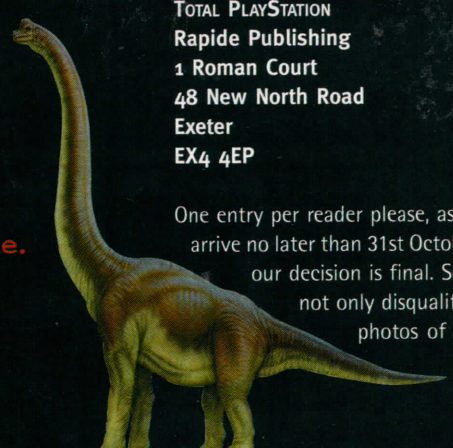
A. Godzilla
B. Mothra
C. Gamera
D. Rike La Clap Sheep

Which of the following actors has not starred in a Jurassic Park movie?

A. Jeff Goldblum
B. Sam Neill
C. Richard Attenborough
D. Jackie Chan

What geological period of time is mentioned in the Jurassic Park title.

A. The Jurassic period
B. Lunch break
C. Off up the pub for a quickie
D. Er... 25 past eleven



All sorted on the brain teasing side? Good! But don't hang about – get this tie- breaker completed in no less than 65 million words, you saucy little tinker:

"Now this would make a stonker of a script for Jurassic Park 3..."

All entries to the following address:

Grrrrr! I'm a T-Rex, Me!
Total PlayStation
Rapide Publishing
1 Roman Court
48 New North Road
Exeter
EX4 4EP

One entry per reader please, as anything more is plain selfish! All entries must arrive no later than 31st October. Winners will be notified in a future issue and our decision is final. So don't ring up to see if you have won, or we'll not only disqualify your impatient butt, we'll also send you nude photos of Miles' bottom. Now that isn't a threat to take lightly – remember we have your address and we aren't joking. You have been warned!

SCRIPTIONSUBSCRIPTIONSUBSCRIPTIONSUBSCRIPT

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SCRIPTIONSUBSCRIPTIONSUBSCRIPTIONSUBSCRIPT

I don't know if it's the summer and the fact everyone's on holiday with nothing else to do, but the letters are rolling in, especially from so-called Michael Myers. So come on folks — what do you think? If we get enough letters of complaint we won't print his rantings anymore. Deal?

Le

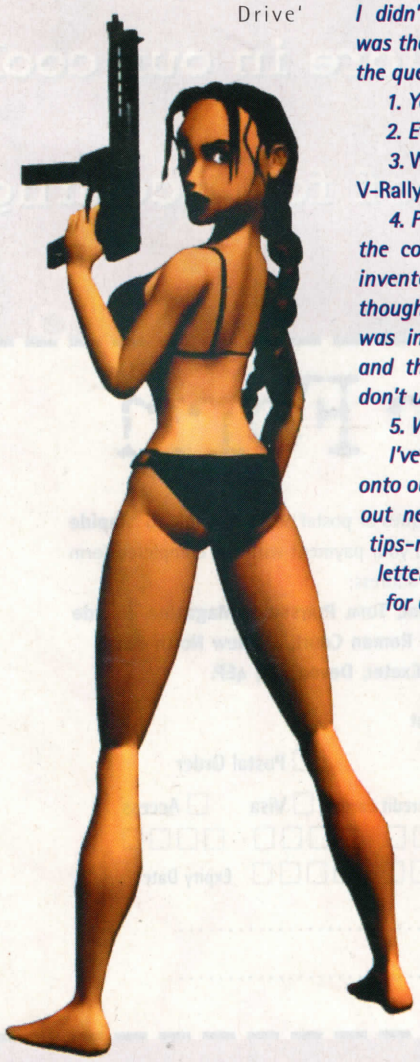
Dear Total PlayStation

Two months ago I brought a PlayStation at its new low price of £130. Two days after I got *Micro Machine V3* and *Porsche Challenge*. I was very pleased with *MMV3* but *PC* was a GREAT BIG PILE of N64 (S***). What is your opinion on *PC*? After ten minutes of *PC*, I took it back to the shop and bought *Wipeout* and *Tekken* from the *Platinum* Range. The same day I walked to my local shop to buy a PlayStation book, but I nearly had a heart attack when I saw the prices: £4.99 Doh, £4.99 Doh, £2.95 WOO HOO (Homer Simpson's catch phrase)! A gleam of light came from the heavens and God started to sing hallalooyaa, the name read 'Total Mega Drive' or erm, Total PlayStation, oops. I got home with this. Godsend... Butt-kissing time: your mag is brill, cool and the BEST.

1. Are there any cheats for *Dark Stalkers*?
2. How do you do the EX moves in *DarkStalkers*?
3. What is the best racing game on PSX?
4. What on earth does the X mean in PSX?
5. Can you be Hype Sakura in *SSA2*?

Marc "Mad Moonie," La Moon, Birmingham

P.S Can you send me a poster of Lara Croft, in a swimsuit. Please. P.P.S Keep on keepin' on, all you dude and dudesses at TP.



I didn't think* Porsche Challenge *was that bad. Nevermind, bring on the questions...

1. Yes.

2. Every character is different.

3.* Wipeout 2097, Rage Racer *or* V-Rally. *Take your pick.

4. PSX was a working name for the console which was basically invented to sound good. Even though the term is still in use it was in fact abandoned by Sony and those in the know (like us) don't use it. Alwight!

5. Who?

I've passed your tips question onto our Q&A chap, so keep an eye out next ish. If we answered all tips-related questions in the letters we wouldn't have room for anything else.

Enjoy the Lara pic!

Wonga

Dear TP,

Congratulations on the *Tomb Raider* guide and on a brill magazine. That said, I was hoping you could answer a number of questions which have not been answered by a number of mags. Is it true, is there going to be a modem released for the PlayStation? If so when is it released and how much will it cost? Is *Duke Nukem* being released? If so, when?

I have heard rumours about a new version of *Resident Evil* called *RE Director's Cut*. I have also heard that it has new camera angles and twice as much blood and gore – is it true? Is there going to be *Broken Sword 2*?

Rick Spall, Blackpool

Don't bank on a PlayStation modem. It's just another unsubstantiated rumour. Duke Nukem *is due towards the end of the year.* Resident Evil: Director's Cut *will be available at Christmas, with 2 versions of the game and several enhancements but 'twice as much blood' is hoping for a bit much.* Broken Sword 2 *is in production as we speak.*

Moolah

Dear Total PlayStation

I have been rescued from certain extinction by a very kind PlayStation addict and close friend. For several years I was a die-hard advocate of the Amstrad CPC computer (I use the term computer loosely), as arcane and temperamental a machine as ever there was. One day while visiting my friend's domicile, and imbibing a few cans of ale, I was treated to my first experience of the PlayStation. I was, needless to say, instantly addicted. Here was a machine that loaded games in less than a day, and what games they were! My mind could barely cope with the things this machine confronted my eyes with. This was something I had to experience in all its splendid glory, so I borrowed my friend's PlayStation when he took his holidays.

Armed with my friend's console and a list of recommended games, I was completely benumbed by the power of this little grey box, and made full use of it in my friend's absence. Upon my friend's return, my first reaction was to rush out and purchase my own PlayStation. By now I was so totally hooked. I could not do without the mind expanding graphics and stunning gameplay. Needless to say, now that I owned the world's greatest games console, I should also need the world's greatest magazine to inspire me in my choice of games, and so I took out a subscription to Total PlayStation.

Thus armed I have truly begun to 'kick butt' in a major way. Long live the PlayStation and long live Total PlayStation, surely a winning combination in anyone's books.

The newest convert to the cause

P.S. Can you please tell me when *Super Puzzle Fighter Turbo II* will be released, as my local games shop has said the release has been put back but they could not give me a date.

Anthony Morris, Southampton.

That about sums it up I reckon. And as for Puzzle Fighter, *it should have been out long before you read this.*

Coin

Hi, my name is Mr MRK and I would like to ask one of your readers named Michael Myers (GIMP) if he could read this little passage I prepared earlier. 25, 15, 21 – 1, 18, 5 – 1 – 19, 3, 18, 5, 1, 13, 9, 14, 7 – 2, 5, 14, 4, 5, 18 – 19, 15 – 21, 16 – 25, 15, 21, 18, 19!!!! I want to start a new club for all you PlayStationers out there. It is going to be called the WE HATE THAT GIT MICHAEL MYERS ASSOCIATION, or

ttters

the WHTGMMA. It is free to join and each member will get a free piccie of the little runt and a dart board to stick it on!

What a chimp, buying a game with no instructions, its kinda like buying a car with no engine. I must agree with Ruth Stratton from Aberystwyth, *Lemmings* is one of the best games I've ever played and is 1,000,000,000,000 times better than *Road Rash*! Lots of praise to TP and lots of hate to Michael Myers.

Mr MRK. Wilmington

P.S. Sorry, I got caught up in the hate bit and I forgot to ask the question that made me write in the first place. I just bought a copy of *V-Rally* and love it, but I want to buy an action-packed mystery game like *Resident Evil*, but not *Resident Evil* 'cos I already got it. What do ya think of *Broken Sword*? Yes, no, Maybe? What do ya think?

So you don't think much of the lad Myers then? I bet he'll have something to say about that, eh Mikey boy!

Broken Sword's *pretty cool and* Nightmare Creatures *is looking rather juicy as well.*

Wedge

Dear TP,

Can you please tell me what has happened to JVC's air combat game *Wing Over* following your report a few months ago? I was looking forward to its release but it keeps being put back. Can you give me an update on what is happening and when there may be anymore information on the game?

Mr. Raymond Griffiths, Essex.

It's funny you should mention that, 'cause JVC's new PR blokey rang me just last week to tell me it's back on track and we should have a review copy in the next few weeks.

Dosh

Dear TP

I think that your magazine is great, but there is one thing that I am unhappy about – you have not printed a guide to *Resident Evil*! Why not? You printed one for *Resident Evil* (!? – Ed). You have to help me. I have the sun, moon and wind crests, but not the star crest. I do not have the red jewel for the tiger's eye, or the helmet key and I do not know the pass number for the numeric key pad. I am really stuck! Please help me before I throw my PlayStation in the bin and get a social life. Thanks a lot.

D.Lee, London

PS When is *Final Fantasy 7* being released in the UK?

We have a little surprise for you, starting next month – so don't rule out a Resident Evil *solution in the near future.*

PS Why does everyone forget their questions until after they've signed their names?

Green backs

Dear TP

Hark! Thus sung the Angels. There is a God, and His name shall be Sony, and His child upon this Earth shall be known as the PlayStation. There shall be faithful scribes who shall let the world know of His goodness and their oracle shall be known as the TOTAL PLAYSTATION and the peoples who inherit this Earth should look down upon inferior publications and those who worship other (frankly crap) consoles shall be forced to spend eternity with dodgy graphics, for they have not chosen the good and right path.

The oracle shall answer questions from the people, such as the following: Is it true that you can play *Tekken 2* in the first person perspective, and if so how? Also, how do you get the character Roger the Kangaroo? Can we, your humble worshippers, see the light that is Lara Croft's birthday suit? If not then can I please have a copy of the first half of the *Tomb Raider* guide as I cannot find copies anywhere? The scribes of the oracle shall receive blessings from across the land for their work on *Soul Blade*, but there shall be doubting Thomases amongst the throng who shall ask things such as how do you get the final weapon for each of the characters in Edge Master mode, 'cos you seem to have left that out? (not that I want to see Sophitia wearing a swimsuit or anything). And that shall be all. Amen.

Evangelical in Exeter, Ben Norris

P.S. It shall be noted that an anagram of NINTENDO SIXTY FOUR is: IF NOT, TRY SEX IN NUDO

Normally those sort of questions should be addressed to the Q&A section but since you were so nice about the mag I'll answer them – just this once mind.

To get the first person view in Tekken 2 *you need to get all 25 characters then simply hold L1 and L2 as you select your fighter. Hey presto!*

Getting Roger/Alex is a bit trickier. You have to win the third fight in the last round with hardly any energy (the announcer will shout 'Great!') Your next fight will be against Roger and you'll be then able to select him for ever more.

To get the final weapon in Edge Master mode do the following...

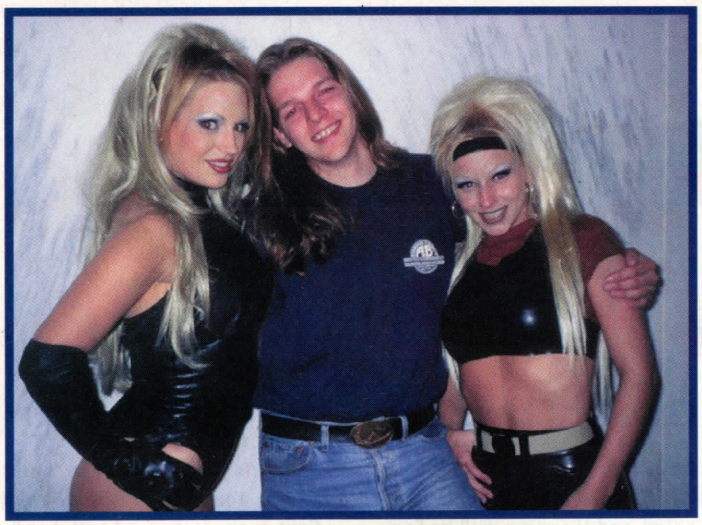
First save your game after you kill Soul Edge. The weapon will be located in one of the two locations a single move away. Try one location and lose on purpose. If the weapon was there you'll see a time-out animation on the map screen. If not you'll know it was in the other location. Easy peasy. Just reload the save game each time you try.

Bread

Dear TP

I am a newcomer to the world of the Sony PlayStation and all the advanced games and graphics which go with it, as I never bothered buying a Nintendo, Mega Drive or anything like that. In fact the previous computer system I had was the Spectrum 128K, which by the way I still have fond memories of.

Well, may I say that I am well God damn impressed with the console as a whole, in particular that bit that allows you to put on your own music CD and watch the trance inducing dancing shapes and colours. I have found the games to be a bit of a mixed bag. I think this is partly due to being spoiled by the first two games which were bought for me; *Tomb Raider* which is mind blowingly superb (thanks for the guide guys – top notch) and *Actua Soccer CE*, in which the Barry Davies' commentary really knocked me for six – to actually have each players name blurted out when you passed to them was amazing. This was all too cool for someone who'd been in the software wilderness for so long.



After these I played some games which did not wholly impress me: *Dark Stalkers* and *Re-Loaded*, which admittedly I've only played twice but all I seem to do is aimlessly wander around and shoot everything in sight – does this game get any better later on? It better not have scored more than the miserly 78% you gave *Fade to Black*, which I found to be very playable with a great story line. Also there are too many football sim games on the market and evidently no decent football management games (as I read *Player-Manager* was pretty dire) which I used to love playing on the old Speccy... games such as *On The Bench* and *Tracksuit Manager*.

One last thing, call me a boring old git if you like, but it's cricket season now and there just ain't no cricket sims! What's that all about? Well I'm going to play *Tomb Raider* now with my girlfriend reciting the guide to me. Y'know she goes mental when I kill Lara – are all women this emotional about computer games or have I got my hands on a weird one? Cheers.

John, Essex

If you think Actua's *good, check out* ISS Pro. *The problem with footy management games on console is the amount of data which needs to be saved. Those poor memory cards just can't cope.*

As with any major games system, there'll always be the dodgy ones which slip through the net and that's why we're here to warn you about 'em. On the girlfriend subject, who understands 'em?

Dough

Hello TP,

I am an owner of a Sega Saturn, and I need a cure to this viral disease called Likesegas. All people tell me 'get a PlayStation and ditch your Saturn' but I think that PlayStation sucks. It does NOT have the ability to produce games like *Shining Wisdom, Pebble Beach Golf Links, D, IV Goal, Virtual Hydlide* & *Sega Rally*. Please tell me why you are so incapable?

I would like the PlayStation to convince me. The only good games I think are reasonable are *Crypt Killer, Twinsen* & *3D Lemmings* – I read that this last one has been debated with that horror guy, Micheal Myers, who hates it!

I've seen one through to six and they're all super, excluding three which has nothing to do with your idol, and is just some crappy robot film! *Lemmings* is the no. 1 PlayStation game, Myers and you're not! *Die Hard* is rubbish, okay!

Later!

Ash Beesley, Fulham

PS I call 999 when in doubt! No guns please!

PSS Contact me for foreign language use.

Not entirely sure what you're on about at the end there, but as for the Saturn being better than the PlayStation – what about Tekken 2, Soul Blade, Rage Racer, V-Rally, Resident Evil... are you having a laugh regarding Crypt Killer by the way? Ugh!

Quid

Dear Total PlayStation

You don't know me but after this letter you won't forget me. I am a good friend of Michael Myers and I am not very pleased as to how you are replying to his letters, and I can tell you that he is not just a semi normal kid... (snip – Ed)

Candyman, Fulham, Darkside.

PS Say my name 5 times in the mirror. I dare YA!

This being a family magazine I had to cut out all the unsuitable stuff in your letter which, unfortunately for you, meant all of it. Never mind, eh.

Pounds Sterling

Total PlayStation,

I would like to complement Joe Duffose, London for pointing out that we need more WWF games, because they are 100% playable and very enjoyable. I think over the years the top games were *Wrestle Mania Arcade* and *Royal Rumble* – which unfortunately for you lot was on the Mega Drive and SNES but it was better on the Mega Drive because you could do the IRS write off.

Also WWF is not so publicised anymore just because it's fake! It is better than it used to be with... MILES more fur for women, blood (REAL), people thrown through tables and Stone Cold Steve Austin! On his behalf I'd like to redeem myself. Your mag is unofficial, so I'M going to make a few official points about the things you and others state. I'm gonna clean house!

Firstly Ruth Stratton, if you think that a stupid piece of trash like *Lemmings* has the decency to be defended, I'll have to ask you this question... Is your life really that boring? If so, don't write in to underline it.

Secondly, Psygnosis boys, if you're so hard and a bunch of GEEZERS then why the hell did you make the most gay game in the universe – *Lemmings*?

Nick Brown, you are of course joking about saying *F1* and *DD2* were crap weren't you? If not stay indoors and don't go out again, because I guarantee that your friends will reject you.

James, believe it or not, but funnily enough I am not a monkey. You may be but not me. Oh, and I did not have a chainsaw at the time of writing my last letter but if I had I'm sure that there would have been a human BBQ with the Psygnosis boys.

I can understand why Ruth Stratton wrote about *Lemmings*, living in Aberystwyth, but Miles, I cannot understand your gibberish. Am I missing something, or is it just me that thinks you are a weirdo with no mates except James? Incidentally, there is a lanky 6ft 4 inch oaf in my class at school who happens to be a spaz called James.

Letter (V)

'Stone Cold' Michael Myers (not in Aberystwyth)

PS Any chance of seeing a picture of a piece of toast smothered in margarine?

PSS Miles, you're right, all the ladies do like you. Well, all the ones over 50 anyway.

Yawn...

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Mini Tips

Our Mini Tips section returns with some rather handy cheats for all the top new games — you naughty little monkey!

Quickies

Micro Machines
Speed Up Cheat:
Pause the game and press CXCTSXCTSX

Dark Forces
Cheat Menu:
Enter during play: L, O, X, R, O, X, Down, O, X.

Rebel Assault 2
Cheats:
Invulnerability: TSSTSX
Level Skip: TTCTSS
The Credits: TTCTSS

Rage Racer
Reversed Tracks:
Select Race Start and press and hold L1 +R1 +Select +Start

VR Baseball 97
Move to the credits option and press S, O, S, O, T. If successful you should end up back at the previous menu. Start the game and you'll be playing in a field of corn.

Tokyo Highway Battle
To get 9,999,999 Points:
When the Genki logo appears, on controller two press and hold Start+L1+L2+R1+Down until the title screen comes up.

Burning Road
Mirrored Tracks:
To race the tracks in the opposite direction is easy. After you start, simply turn around and start racing backwards, the other cars will follow you.

Command and Conquer

Ion Cannon Cheat:
Pause the game and press:
RIGHT, DOWN, LEFT, LEFT, DOWN, RIGHT, RIGHT, DOWN, LEFT, X, SQUARE, TRIANGLE.

Bust-A-Move 2

Character Select Screen:
Start a game in puzzle mode and when the map screen appears, press LEFT, LEFT, UP, DOWN, then press L1 + L2 + R1 + R2.

30 Continues:
Press left, right, R1, R2, L1, L2, Up and Down at the options menu. When the timer appears, hit the X button as fast as possible, you can obtain up to 30 continues.

Different Puzzles:
From the title screen, press R1, up, L2 and down. A small green bird should appear, when you start the game, the words "another world" will appear. Sorted.

Machine Hunter

Various Cheats:
Infinite Ammunition
At the Main Menu screen, enter O, O, O, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, L1, L1

Infinite Energy
At the Main Menu screen, enter O, L1, L1, L1, O, L1, O, O, L1, O, O, O, L1, L1, L1, L1, L1, O, O, L1

Level Cheats
At the main Menu screen, enter the following codes:

Level 1.2:	SQDZFO5TJJ
Level 1.3:	HYM7GODECM
Level 1.4:	EPPGHOXWDQ
Level 2.1:	154FHOD5BF
Level 2.2:	E94FHOLLKJ
Level 2.3:	MHLFHODTCM
Level 2.4:	ALLFHOXGPU
Level 2.5:	BDNJHOLLPU
Level 3.1:	5SBGHOXIKJ
Level 3.2:	E9GGHOJIQH
Level 3.3:	9F0JGOLZJD
Level 3.4:	SKAGHO9P4O
Level 4.1:	JJ0BNN9FCM
Level 4.2:	EYMJHOP7BF
Level 4.3:	JQNFHOT7BF
Level 4.4:	7G9DAOMOCE
End Sequence:	6H9DAOQJ2F

NHL Faceoff 97

Bonus Players:
Go to the Create Player screen, and enter one of the following names:
Raja Altenhoff
Tom Braski
Craig Broadbooks
Josh Hassin
Tawn Kramer
Alan Scales
Kelly Ryan
Jody Kelsey
Chris Whaley
Peter Dille
Craig Ostrander

Key:
S = Square
X = X
O = O
T = Triangle

Then, enter '1' for the player number, 'F' for position, and '150' for weight. Press Triangle and go to the Sign Free Agents screen to acquire the player you just created. The player should have an overall score of 99 for his rating.

V Tennis

Secret Players:
To Play As Adversa
At the Player Select Screen, hold the buttons DOWN, L1, R2, UP, Square, X. You should hear a ball bounce if entered correctly.

To play as Mattox
Go to the Mode Select Screen and choose Match. At the Player Select Screen enter L2, L2, R1, R1, R1, DOWN, Triangle, Triangle, Triangle, Triangle, X.

Alien Trilogy

Type "1g0tp1nk8c1db00ts0n"

for unlimited health, ammo and all weapons. You can also choose where to start in the game. The code is easy to remember, think of: "I got pink acid boots on."

Need For Speed 2

To drive as the various secret vehicles, enter the following codes at the password screen.

JEPME -	Jeep
LCME -	Long Car
WAGOME -	Station Wagon
TREXME -	T-Rex
OUTHME -	Outhouse
TRAMME -	Tram
QUATME -	Secret Car
BNZME -	Benz
CRATME -	Crate
LOGME -	Log
MAZME -	Mazda
VOVME -	Volvo
BEETME -	Secret Car
ARMYME -	Army Truck
BUSME -	Bus
LIMOME -	Limo
SEMIME -	Semi
SNOWME -	Snowplow
BUGME -	VW Bug
VANME -	Van

Micro Machines V3

These can be entered at any time during the game. To cancel them just re-enter the code.
Big Bounce: S, Right, Right, Down, Up, Down, Left, Down, Down
Double Speed: S, X, O, S, T, X, X, X, X
Blow up all cars: X, T, O, S

DeBug Mode: S, Up, Down, Down, S, O, O, T, X
When In Debug mode:
Select + X= Quit Race
Select + Directions= Move Camera
Select + L1/R1= Look at a different car

Select + L2/R2= Move camera in/out

Select + SQUARE= Turn players car into drone

Monster Trucks

All to be entered on the main menu screen:
Bigger Trucks: L1 R2 L2 R1 Up
No Damage: Left Left Left Up Down L1 R2
Sticky Cars: Left L1 R2 R1 Left R2 R2 R2
Next Checkpoint: L1 L1 R1 R1 L2 L2 R2 R2

Speedster

Enter the following codes on the title screen:
For the Hidden Track – X, UP, T, DOWN, R1, L1
For all of the High Performance cars – UP, LEFT, RIGHT, X, O, S
For the Reverse Tracks – LEFT, T, R1, O, L1, DOWN
For the Super Championship – RIGHT, S, LEFT, O, UP, X

Robotron X

To gain the extra weapons, enter these codes anytime during the game. Each code must be entered quickly – these can only be entered 5 times per stage.
Flamethrower: DOWN, RIGHT, DOWN, RIGHT, O
Four-way weapon: DOWN, DOWN, UP, O
Pulse wave: UP, O, DOWN, RIGHT, S
Sheild: DOWN, LEFT, S, O
Three-way weapon: RIGHT, RIGHT, S, X
Two-way weapon: UP, T, UP, T

Super Puzzle Fighter II Turbo

Play As Akuma:
For Player One: Highlight Morrigan, hold select and enter Down, Down, Down, Left, Left, Left, O
For Player Two: Highlight Felicia, hold select and enter Down, Down, Down, Right, Right, Right, O

Play As Anita:
For Player One: Highlight Morrigan, hold select, move the cursor two squares to the right and press O
For Player Two: Highlight Felicia, hold select, move the cursor one square to the left and press O

Play As Dan:
For Player One: Highlight Morrigan, hold select and enter Left, Left, Left, Down, Down, Down, O
For Player Two: Highlight Felicia, hold select and press Right, Right, Right, Down, Down, Down, O

Fade To Black

Level Codes:

LEVEL 1:	SOTXOS
LEVEL 2:	TOXOSX
LEVEL 3:	XOXOTX
LEVEL 4:	XSTOOT
LEVEL 5:	SSTXXT
LEVEL 6:	TXXXXC
LEVEL 7:	OOTXTX
LEVEL 8:	SSXTSS
LEVEL 9:	TXXTOT
LEVEL 10:	XTSOTX
LEVEL 11:	OSXXSX
LEVEL 12:	XTXSOX

Rally Cross

Various Cheats:
(Note: The cheats are to be entered via the highscore table or the new season name input screen.)

stone:	Heavy cars.
feather:	Light cars.
float:	Low-gravity.
fat tires:	Increases tire size
no wheels:	No wheels on your car
vet me:	Win the rookie season
im a pro:	Win the veteran season
weeoo:	All cars and all tracks

Cool Boarders

High Pitched Announcer
To give the commentator a high pitched voice, enter the options menu and press the select button until you hear a sound.

War Gods

These codes can be entered in the Password Section:
Easy fatalities - (On) 0322 (Off) 2230 (Note: Pressing HP+LK triggers the fatality)
Free Play - (On) 0705 (Off) 5070
Player 1 Extra Damage - (On) 7879 (Off) 9787
Player 1 Invincible - (On) 2358 (Off) 8532
Player 2 Extra Damage - (On) 3961 (Off) 1693
Player 2 Invincible - (On) 1224 (Off) 4221
Quick Finish Game - (On) 4258 (Off) 8524

Blood Omen: Legacy of Kain

Enter these codes on the inventory screen.
All FMV: Left, Right, S, O, Up, Down, Right, Left then SELECT
Blood Refill: Up, Right, S, O, Up, Down, Right, Left then SELECT
Full Magic: Right, Right, S, O, Up, Down, Right, Left then SELECT

Mech Warrior 2

To activate these cheats enter the codes as passwords.
Jump Jets:
Enter #YXO/A >YOL in the password screen
Unlock Missions:
Enter T>XO/AXA>= in the password screen
For Overweight Mechs:
Enter #OXO/A>>O/ in the password screen
More Ammo:
Enter TOXO/AX>TU in the password screen
Invincibility:
enter ##XO/A>

Pandemonium

Go to password and enter the following:

EVILDEAD:	immortal enemies!
TWISTEYE:	rock 'n' roll!
INANDOUT:	just visiting!
THETHING:	mutant mania!
HARDBODY:	can't touch this!
BODYSWAP:	gender bender!
OTTOFIRE:	permanent weapon!
VITAMINS:	life of the party!
CORONARY:	hearts aplenty!
TOMMYBOY:	full tilt!
CASHDASH:	speed greed!

The Need for Speed

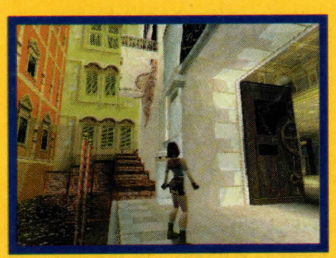
Extra Tracks and Car:
To gain the extra options enter TSYBNS as your password. An extra track will then be rewarded and if you hold down R2 and L1 different variations of the courses will become available.

Passwords:

Track 1:	WRDRTY
Track 2:	ZDPBWN
Track 3:	MTQRZP
Track 4:	JVPZLL
Track 5:	ZYMNLH
Track 6:	WMRPGZ
Track 7:	YXGSJJ
Track 8:	KJPQND
Track 9:	SDQWCG
Track 10:	SLZXDH
Track 11:	SPZDFX
Track 12:	ZVGRGX
Track 13:	XJHVCK

Nanotek Warrior

Normal Skill Level
Level 2 - S, T, X, T, S, X, S, T, X
Level 3 - T, S, X, T, S, T, X, S, X
Bonus 1 - S, O, X, T, S, O, T, O, X
Level 4 - X, T, S, X, S, T, X, S, O



Level 5 - O, T, S, X, S, O, X, O, S
Level 6 - T, O, S, X, S, T, X, O, X
Bonus 2 - S, S, S, X, S, S, T, T, S
Level 7 - X, T, X, O, S, X, T, O, S
Level 8 - S, T, X, O, S, X, T, O, X

Hard Skill Level
Level 2 - SXTXSTXSO
Level 3 - XSTXSOXST
Bonus 1 - SOTXSTOSX
Level 4 - XTOXSTOST
Level 5 - STOXSTXOX
Level 6 - TSOTXOSOT
Bonus 2 - OSOTXTSOX
Level 7 - TXTOXSXST
Level 8 - SXTOXSTSX

Black Nanotek Ship with all weapons Level 1 (4 Lives) X S X S S O X T X

Testdrive Off-road

All Track Access:
To race on all the tracks type on the password screen: ALLTRACK.
Bonus Vehicles:
Monster Truck - BEEFY
Buggy - SPRINTER
Stock Car - LOWRIDER
Roadster - FIFTY

Area 51

Shotgun cheat:
At the pause screen press (with a controller not a gun) triangle, square, triangle, left, R1.

Play as an alien:
To play as an alien, you must shoot one of the STARS members at least three times without firing a single shot at any other character or item. Then you will either turn into the alien automatically or if that doesn't happen then just let yourself die and you will restart as the alien.

Independence day

Level Codes:

Level	Easy	Medium	Hard
Washington	DBKHN	DBKMO	DBKQO
New York	GBKHW	GBKMX	GBKQX
Paris	LLSHW	LLSMX	LLSQX
Moscow	NL9HW	NL9MX	NL9QX
Tokyo	R39JD	R39NF	R39RF
Oahu	T59HW	T59MX	T59QX
Las Vegas	Z99HY	Z99MZ	Z99QZ
Mothership	399HG	399MH	399QH

Plane Selct:
Enter your name as MR HAPPY. Then pop to the game selection screen and enter, LEFT, RIGHT, S, O, T, T, DOWN

Invincibility:
Enter your name as LIVE FREE then go to the game selction screen and tap, LEFT, RIGHT, S, O, T, T, DOWN

Cheat Menu:
Enter your name as DAB DAB then go to the game selction screen and press LEFT, RIGHT, S, O, T, T, DOWN

WCW vs the World

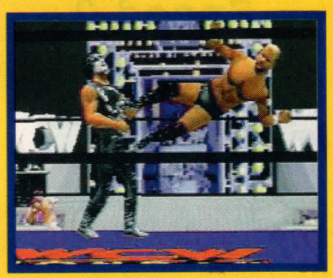
Hidden Fighters:
Win all 6 divisions with the same fighter and you will fight a boss. The boss is a hidden wrestler. In WCW it's Jeff Jarret. There are others such as Major Tom, Steel Talon, Grizz Lee, etc. If you win all 6 divisions there will be a new division called Super JR. You win in that and the 59 hidden man is Jaguar.
Then go through the same thing with a heavy weight class fighter. You will fight the same bosses through the 6 divisions. When you win all 6 divisions there will be a new one. Super Heavy division. Get to the boss of that and he is the Giant. After each (JR and Heavy) division is won they will praise you and you watch the credits role.

Retro Fighters:
To fight as the old Hulkster or the old pre-crow make-up Sting instead of selecting them with the X button simply press Start. This also works with Masahiro Chino and he will thus battle in his old NWO shirt.

Porsche Challenge

Various Cheats:
(Note each cheat is to be entered at the main menu)
To get an aquatic view, Fish Eye Lens: Triangle+Square+Circle, L1, L2, R2, R1
Interactive Tracks: Left+Circle, Down+Triangle, Right+Square
Invisible Car: Square+Circle; L2+R2, Square+Circle, L1+R1, Square+Circle
Mad Race: Up, Left, Right+Select
User Car Jumps: Square, Circle, Square
All Cars Jump: Up+Square, Up+Circle, Up+Square, Up+Circle, Up+Square, Up+Circle, Up+Square
High Voices: Up, Triangle, Up, Triangle
Unlimited Tries: L1+L2, R1+R2+Square
Test driver Available: Right+Square, Left+Select+Circle
Tune Test driver: Left+Circle, Right+Select+Square
Hyper Car: Select+Square, Select+Circle, Select+Square+Circle
Mirror Mode: Left+Circle, Down+Triangle, Right+Square
Interactive Tracks: Down+Start, Up+Start, Select, Start
Long Tracks: Up+Select, Down+Select, Start, Select
End Game FMV: Square, Circle, Left+Select, Right+Select

Destruction Derby 2



Passwords:
MACSrPOO will give you all the tracks!
After you type it in though you will have to go back and start a new practice race to play the new tracks right away.
CREDITZ! should show you some neat animated credits of the main programmers, artists, and so on, ToNyPaRk should show you a video of all the credits and some fmv in the background.

Tempest X

Level Skip:
During the game dold down the following buttons L1, R1, UpLeft, T, O, Start and Select. A noise will confim you have entered it correctly. Then hold down L2, R1, X, T and Down to activate the second part to the cheat. Then any time you want to advance hold down L1, L2, R1, R2 all together.

Tomb Raider

Level Skip and Infinite Ammo:
Level Skip
Enter the following code on the inventory screen:
L2, R2, Tri., L1, L1, O, R2, L2
All Weapons and Ammo
Enter this code on the inventory screen and then go back to the game before checking out your new inventory:
L1, Tri., L2, R2, R2, L2, O, L1

Q and A Tips

Total PlayStation's gamesplaying skills are ready to be put to the test by any gaming troubles you may face. If you've got a problem and no one else can help, maybe you should write to the TP Team!

Key: S = Square X = X O = O T = Triangle

Dear Q and A Tips

I have been having trouble with *Worms*. Can you please help me out, as you are definitely the gods of the PlayStation.

Is that enough creeping?

Jerry Brookes, Eastbourne

Even though that wasn't quite enough on the sucking up score, we have decided to help you out anyway. If you are having trouble with Worms go straight to your local GP, as we have heard things can get pretty painful. If you were talking about the PlayStation game and not the horrible stomach parasites, then we have a couple of cheats for you. Brace yourself.

Landscape Codes

To enter a custom-generated landscape code, press X to clear the preset code when a landscape is being randomly generated at the beginning of a game.

Using the D-pad, push Up or Down to cycle through the letters and numbers. Press Right to go to the next slot in the code and, when the code is entered, press X again to generate the new landscape.

Desert Storm	00956
Low Bridge	29726
Martianscape	46463
Another Martianscape	57805
Lollipop	70345
Three's A Crowd	97155
Kill Smiley	149147
Alternate Jungle	208041
Crowded Alienscape	326576
Hell	436642
A Bridge Too Far	4802043
Beach	7841228
Snow Joke	7007230
Life's A Beach	13410325
All Beached Up	23418990
Beach Weather	39054687
The Tide Is High	56439996
Forestscape	62332782
Alienscape	77004498
Cliffs Of Hell	99426730
Alien Bridge	203953110
Christmas Time	223981979
Jungle Island	309072302
Cliffs And Lake	635199159
Alienscape 2	733737544
Forestscape 2	742182075
Bless You	954338916
Candyscape 2	1408066876
Snorkel Island	3329407250
Fires Of Hell	7373888390
Jungle	8902118313
Letter Codes:	
Hollow Mountain	CHEZZY
Dig Carefully	Thorahird
British	BRITISH
Doom Sucks	DOOM SUCKS
Worms Rule	WORMS RULE

Special Weapons

Go to the weapons screen. Press the Square and X buttons simultaneously 8 times. Some of the standard weapons should have been replaced with Banana Bombs, Sheep Bombs and a mini-gun.

Dear Q and A Tips

Could you please help me out on *Tekken*, my friend says that there is a cheat to get extra fighters, could you please tell me if this is true?

Jordan Scott, Doncaster.

PS. Well done on the brilliant mag, keep up the good work and I'm looking forward to the next issue.

Sadly there aren't any cheats for the original Tekken *to help you obtain the secret fighters, but there is a quick route to gaining them. Simply set the game to easy, the number of rounds to one and the difficulty to easy. Now play through a complete game with the same character, and hey presto: the sub bosses that you have just defeated will be playable. Now follow suit with all the remaining default characters and all the fighters will now be playable. Just remember to save them to your memory card.*

Dear Q and A Tips

How do you get Roger on *Tekken 2*?

Nicholas Prackevicius, London.

Now this is a bit on the tricky side, but is well worth the bother as the fighting marsupial and his Raptor alter ego, Alex, will be yours to do with as you will.

Whilst playing in single player arcade mode, reach the third bout, win the first round and in the second let your opponent inflict plenty of damage on the you.

When you have a tiny amount of energy left, you must fight back and win. If you're successful the announcer will congratulate you with the word, 'Grrrreat!' After this you will face Roger or Alex – give them a sound trashing and they will be yours.

Dear Q and A Tips

Could you print a cheat for *Destruction Derby 2*, so that the car does not get any damage? And could you please also print all the cheats on *Toshinden 2* in the next issue of Total PlayStation.

Tom Gilbert, Wroxall

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Sorry Tom but there aren't any cheats for invincibility on DD2, *but here are all the cheats that we do have:*

MACSrPOO
will give you all the tracks!
CREDITZ!
shows some neat animated credits of the main programmers, artists, and so on
ToNyPaRk
shows a video of all the credits and some FMV

Our selection of Toshinden 2 *cheats is as follows:*

Easy Overdrive Moves

To do any of the characters' overdrive moves, wait until the overdrive meter fills up, then press L1+L2+R1+R2 at the same time.

Play As Bosses

Go to the Title Screen. As the Title Screen text is coming in from the left-hand side of the screen quickly press L1, L2, Triangle, R1, R2, Square on controller one. You will hear a chime if you've done it correctly. Then wait for the Title Screen text to again come on screen from the left-hand side. Now, press Square, R2, R1, Triangle, L2, L1 on controller two.

To access the four hidden characters, highlight the random box and hold down the SELECT button.

Dear Q and A Tips,

I've got two things to ask you:

1/ Are there any other cheats for *Tomb Raider* other than the Level Skip and the Infinite Ammo?

2/ Could you please tell me some cheats for *Destruction Derby*?

Paul Mearing, Essex

Sorry Paul, but those are the only cheats that we know of from Tomb Raider *– sadly those 'get Lara's kit off' cheats are nothing more than an Internet myth, shame! Don't fear, as we have a couple of cheats for Psygnosis'* Destruction Derby *and here they are:*

Enter your name as any of the following at the password screen:

REFLECT!
Ruined Monastery track (Practice mode only)
!DAMAGE!
Indestructible

Dear Q and A Tips

I am so mad about *Command and Conquer* but I am a tiny bit stuck, so can I have all the cheats and codes? I will be really grateful to you. By the way I am trying to collect all the issues of TP as I have liked them so far.

Thanks Mate.

Luv Nick, Herts.

Command and Conquer *stuff, as ordered, sir.*

GDI Codes

Level 1. Country: classified.
Password: None
Level 2. Country: Estonia.
Password: B9DTX02D0
Level 3. Country: Latvia.
Password: ESPQ4FS57
Level 4a. Country: Poland.
Password: SHDPH0B4T
Level 4c. Country: Belarus.
Password: 45ZC15BUT
Level 5a. Country: Germany.
Code: OXL3NYNNO
Level 6. Country: Czech Rep.
Password: 0LXRH5ZUS
Level 7a. Country: Austria.
Password: GTJ2NBE51
Level 8. Country: Classified.
Password: PH7L4M051
Level 9. Country: Classified.
Password UKKRMGUZK
Level 10. Country: Greece.
Password: SHV8R8PR9.
Level 11. Country: Classified.
Password: MWRUN47H6.
Level 12. Country: Classified.
Password: 0MB4I1IMS
Level 13. Country: Yugoslavia.
Password: QGQBUDGMG
Level 14a. Country: Bosnia/ Herzogovina
Password: OX3U32AYX

NOD Missions

Level 1. Classified. No Code.
Level 2a. Country: Egypt.
Password: C99FAXKW8
Level 3a. Country: Sudan.
Password: KDT7OXZ7W
Level 4a. Country: Chad.
Password: ESK9I9FHM
Level 5. Country: Mauritania
Password: W15DASRS8
Level 6a. Country: Ivory Coast.
Password: 8PH1MR53W
Level 7a. Country: Classified
Password: C982ETIMY
Level 8. Country: Zaire
Password: GTK1EGBQN
Level 9. Country: Egypt
Password: OXL36WZPT
Level 10. Country: Classified.
Password: OX3UKOP94
Level 11. Country: Classified.
Password: MEY28UCVF
Level 12. Country: South Africa
Password: 45P58LIUG

Dear Q and A Tips

I am sorry to say that I am addicted to *Jet Rider* and will not stop until I have completed it. Am I going insane or can you help me?

Christopher Flack, Surrey

PS. TP is the best mag out!

Unlock All Tracks

Go to the Options screen and set the Difficulty to Amateur. Then set the Trophy Presenter to male. Now return to the Main Screen by pressing Start and enter the following on the player 1 pad: Up, Right, Down, Left, Up, Right, Down, Left.

Now return to the Options screen by going left once and pressing X. Next set the Difficulty to Professional, then set the Trophy Presenter to Rider's Choice. Now return to the Main Screen by pressing Start and enter the following on the player 1 pad: Up, Left, Down, Right, Up, Left, Down, Right. There you go mate, insanity avoided!

Simply put your woes on a piece of paper and send them to the address below, and who knows; we might well be able to help you out.

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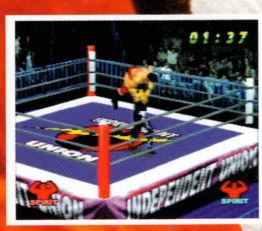

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